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A NEWSFIELD PUBLICATION
No.87 APRIL 1991
MAGAZINE AND CASSETTE
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CRASH

SINCLAIR SPECTRUM GAMES



TOPS FOR SINCLAIR SPECTRUM!

EXCLUSIVE!

Fast, furious and very dangerous! Check out Tengen's

HYDRA

Are you missing your ton-load of CRASH cassette?! Ask your friendly newsagent!

1 GREMLIN BOUNDER

A CRASH SMASH!

2 HEWSON anarchy

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SIX APPEAL GAMES! DEMOS! AND A SEXY SERVING OF POKEMANIA!

SCOOP!

Denton Designs, Audiogenic and green slime in WRECKERS!

FIRST REVIEWS!

- GAUNTLET 3 US Gold's final quest!
- SWIV Storm's mega blaster!
- HEROQUEST Gremlin's magical adventure!

WIN! WIN! WIN!
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From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
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SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.

CRASH

CONTENTS



GAME *thrills*

CUSTARD!

Eh? Oh yeah: the Speccy games world is like a bowl of custard. There's lots of yellow gloop slopping about (ie, the ordinary games), there are a few lumpy bits (ie, games that aren't much cop) and ever so often there are a few cherries (ie, corking smash hit games). Well, this month you can pop your cherries with three of the hottest CRASH Smashes we've seen for ages! Check out the thrills of *Night Shift*, *Gauntlet 3* and *HeroQuest*. All very different games but all set to be chart toppers! And don't miss the chart-topping *Bounder* game on the Powertape — the ultimate in reflex testing! We'll be back next month to test your reflexes once again and we've got a spiffy extra FREE gift lined up for you!! Don't touch that dial, dude!

THRILLS ON TAPE
Where to find the action!

SIDE A
Bounder
Anarchy
Toyota Celica GT Rally demo

SIDE B
Bite the Dust
Moon Magic
Pokemania

Check the inlay for loading instructions.



Should you tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC APRIL (87), Ludlow, Shropshire SY8 1JW.
A healthy Powertape will wing its way back to you!

Bounder

● Bouncing into action from Gremlin, it's the CRASH Smashed BOUNDER

***Badoooing*! Yoikes! Wassat?! It's Bounder, the tennis ball that's got a mind of its own! And it's heading for trouble over 174 play areas that'll drive you up the wall (and over it if you bounce high enough)!**

The objective is to guide Bounder through screen upon screen of obstacles while bouncing along the pathway of hexagonal paving stones that scrolls down the screen. It's like playing a platform game viewed from above! The general rule is to avoid anything that moves, and only bounce on the hexagonally marked parts of the screen. This isn't as easy as it might sound because all manner of nasties have been put in your way: jagged rocks and broken glass could puncture our rounded chum and walls have to be leaped over to survive.

During play, Bounder bounces of its own accord, getting larger and smaller as it moves in relation to the ground. If left to its own devices, it ploughs onwards suicidally. So, it's up to you to try and guide it away from extinction.

Apart from the rocks and glass, a range of mobile nasties patrol the playing area intent on bursting Bounder. Binoculoids whizz round trying to knock the ball off course; Moscita birds swoop down on you; Stickits, Chomper Domes and Exocets do their best to live up to their names... you must negotiate your way around them all.

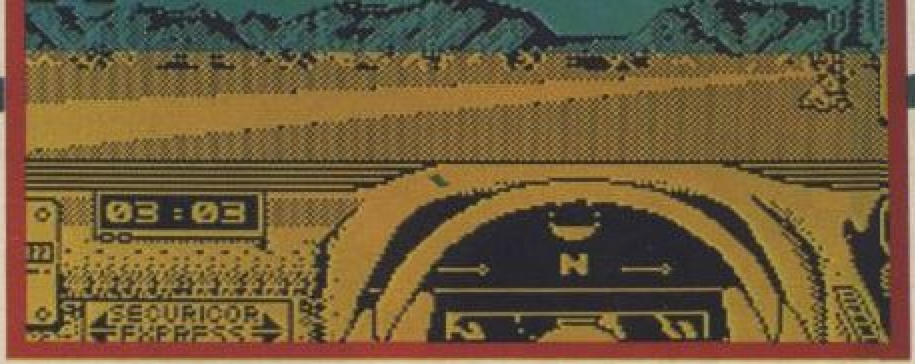
Landing on a square with an arrow in it supercharges the next bounce so Bounder can stay in the air for twice as long as usual. Teleports warp Bounder to the next teleport square, thus avoiding any nasties lurking in-between. Mysterious question mark squares conceal surprises: landing on one reveals the secret, which may be some extra bounces for the Bounce-ometer at the bottom of the screen, an extra life or two — or a nasty shock may be in store...

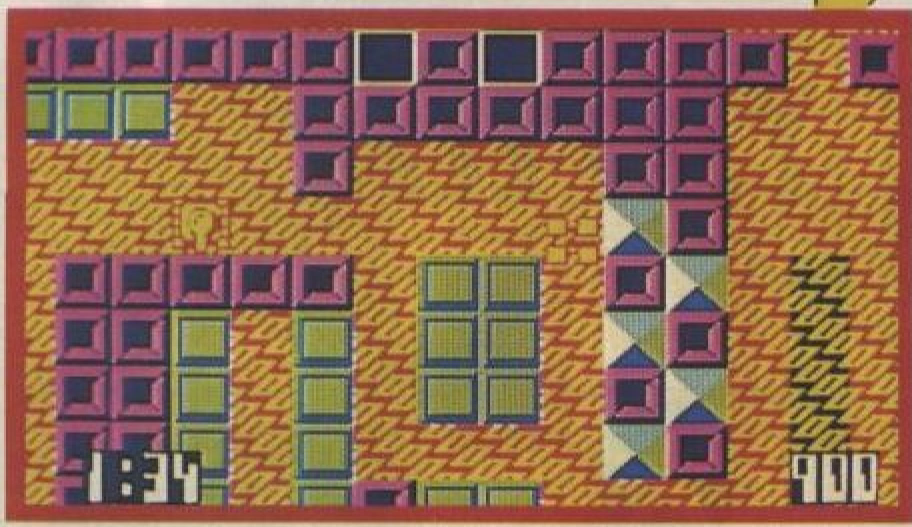
Successfully negotiating a course sends Bounder into a bonus level. Here, use your limited number of bounces to collect as many points as possible by bouncing onto the question mark squares. Collect the lot and an extra special bonus is awarded!

And that's it! *Bounder*: it's Grand Central Station in Addiction city (or something)!

KEEP BOUNCIN' HIGH...
Check out the control keys: **Q**/left, **W**/right, **L**/up, **P**/down, **M**/pause, **BREAK**/quit. Alternatively, plug in a joystick to any of these interfaces: Kempston, Cursor or Sinclair.

GAME





● That's your little tank in the middle of the right-hand side of the screen

ANARCHY

● Climb in to Hewson's little tank and save a planet!

We do have some odd games on this Powertape thing, don't we? Funny thing is, the odd ones are usually completely spiffy! And here's Hewson's fabby arcade action (with a dollop of puzzling thrown in for good measure) to prove the point (ie: it's ace!). And for those not-in-the-know, we're talking about an-er-key here, not an-arch-ie. Alright? Onward...

Anarchy has broken out on the planet Sentinel 4. Rebels have taken over and the world is in chaos. You've been chosen for a mission that, if successful, will bring down the rebels and restore Sentinel 4 to its peaceful ways.

Your mission is to break into the security complex where the rebels' weapons and explosives are stored and destroy the entire supply, thus rendering the rebels defenceless and open to defeat.

In the complex, drive your ACE Interceptor tank to destroy all the weapon containers (green squares and diamond-like crates on the first level). The snag is that you can't go right up next to a container to blast it; there has to be at least one square between you and the container, so it's a bit of a puzzler!

Security droids patrol the complexes. These are deadly to touch, but can be halted for a short time by shooting them. A time limit counts down on each level and if you don't succeed the security system drains all the oxygen from the building, killing any intruders (ie: you).

If you do manage to destroy all containers, the screen flashes and you have to race round the complex searching for the EXIT square. Drive onto that and you're whizzed off to the next level!

Every fifth complex contains the rebels' nuclear weapons. These are guarded by special droids which sense your presence and follow your exact course until they catch and destroy you.

CONTROLS

You can control your Interceptor tank using either keyboard or joystick controls. Plug a 'stick into a Sinclair, Kempston, or Cursor interface. Keyboard controls are definable. From the opening screen use these selections: **1**/select one-player game, **2**/select two-player game, **3**/define keyboard controls and **4**/pause. Skip Frame Options: Push joystick left/right or up/down to change start screen. Initially, only screen one is accessible.

EXCLUSIVE PLAYABLE DEMO!

TOYOTA CELICA GT RALLY

● Gremlin's red-hot rally racer

And here it is, the *HeroQuest* demo, as promised last issue. Except it's more of a driving game than we originally expected. Well, actually it *is* a driving game. It's Gremlin's fabby *Toyota Celica GT Rally* (and not *HeroQuest* at all — that didn't arrive in time so we'll save it until next issue)!

Jump into the hot seat of a Toyota rally car and get ready for the spin of a lifetime with this exclusive one-level playable demo! There's one track, a practice circuit, on which to put pedal to the metal and test your driving skills. Steer carefully and stick to the road — going off the track incurs a time penalty.

All the playing details are explained on-screen, along with all the options available to you. Get going, and don't crash!

DRIVE ON...

...Using either keyboard or joystick controls. *Toyota* can be played with a 'stick in the Sinclair interface (port one or two), and the key controls are all shown on-screen (saves us writing them down here, doesn't it?).

BITE THE DUST

● Groovy boulder-pushing, diamond-collecting fun from John Armstrong!

Diamonds are a girl's best friend, that's for sure. Diamonds are also a bloke's wallet's worst enemy. They cost a bloomin' fortune! And one girl who wants more diamonds than you could ever imagine is DJ Nicko's 'female companion', Julie. 'Oh, Nick, oh dreamboat of my life,' she chirrups, 'go get us a few billion diamonds!' Now, our Nicko isn't exactly made of money (seeing as how he has to spend so much on car repairs) but he's discovered the location of a secret diamond mine (lucky blighter!)...

In *Bite The Dust* you control the antics of **DJ Nicko** as he searches the diamond mine for untold riches. The idea is to move him around the screen collecting all the diamonds and bags of money in each of the 20 levels. You can dig through some squares in the mine — but be careful. Dislodge a boulder and it will crush **DJ Nicko** into tiny bits (urgh!). Other things to look out for include...

OMELETTES ■ Made by breaking eggs (of course). These chase you round but can be killed by dropping a boulder on them.

SPIDERS ■ Wander about by following the outline of the maze. Direct them into their webs to create diamonds.

SAFES ■ Turn into diamonds when you collect a key.

ALARM CLOCKS ■ Give you extra time.

You have three lives to complete each level. When a level is completed you're given a password which can be used to get you directly onto the last level you were playing, rather than starting from the beginning. Once you've played through all 20 levels you needn't chuck the game away, because it's got an editor program (Yipppeee!).

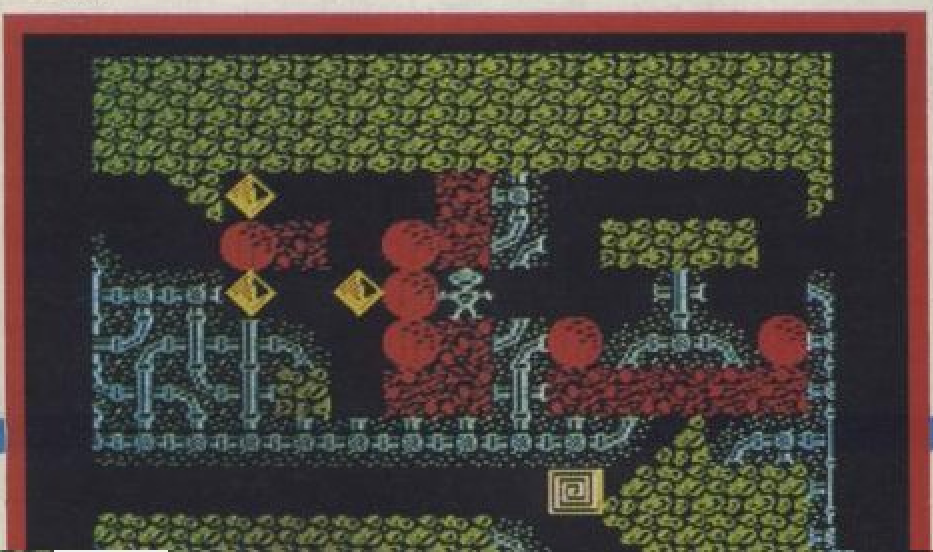
THE EDITOR

To use the Editor select option two on the main menu. To stop people looking at screens they haven't designed, each set of screens has an edit code. To alter screens you have to know the edit code. After selecting CLEAR SCREENS, you're asked to choose an edit code.

■ FIRST EDITOR MENU
EDIT Go to menu.
SAVE Save to tape all screens, from screen 00 to current one.
LOAD Loads a file in from tape.
NEW SCREEN Choose the screen to be edited.

■ SECOND EDITOR MENU
EDIT Use editor.

● Boulder-pushing and diamond-collecting larks a-plenty in *Bite The Dust!*

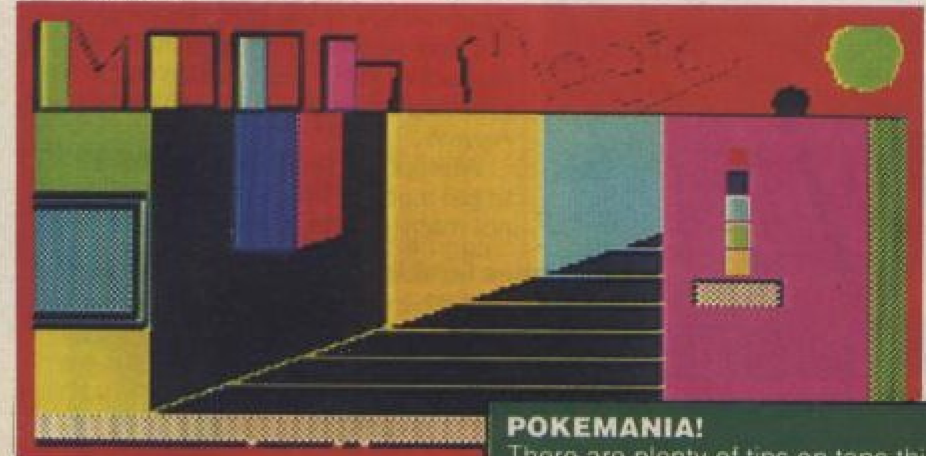


NEW PASSWORD Change the screen's password.
NEW TIME Enter time limit.

EDITOR CONTROLS
Q/up, A/down, O/left, P/right, 1/pull-down menu, V-SPACE/(fire) select position. Once you've selected an icon from the pull-down menu move into the playing area and hold down fire to position it.

GAME CONTROLS
On keys: Q/up, A/down, O/left, P/right, H/music on, G/music off, 0/suicide, R/quit, S/score and time update. Alternatively, you can use a Sinclair joystick.

a small software house, currently running through mail order. Their latest offering is a ten-pack of games which costs £14.99. It features ten different games providing a mix of arcade, adventure and strategy games. The titles are: *Sponge, International Cricket Manager, Shadow on Glass, Space Worm, Jewel of Prophesy, Dwarves of Lewsh, Harry the Hippy, Manic Badger, King* and *Saga of a Mad Barbarian*! Send a cheque or postal order, made payable to **A Remic**, to: **Hedgehog Software, 55 Stanley Street, Ramsbottom, Bury, Lancs BLO 9JG**.



MOON MAGIC

● It's a wonderfully weird adventure from Hedgehog!

You're a magician-turned-star pilot (a bit of a crazy notion, but you have to be different these days) and, after finding a perribobble gizmoid in your ship's fastraculated mono-goggle (ie, the ship goes out of control), you crash land on a spooky moon!

Your mission is simple — find the nuclear fuel which is rumoured (by your pet gerbil, Mary) to be located in a disused space base. You *have* to find it...

You control your magician-turned-space pilot via the command window at the bottom of the screen, using text inputs of simplified English, be it verb/noun or more complex. Once you're familiar with how the commands work you can string them together to create sentences the game will follow; just experiment!

Here are just some of the commands and their abbreviations you can use: **LOOK** (or L), **EXAMINE** (or EX), **ENTER** (or GO), standard directions (N for **NORTH**, S for **SOUTH** etc), **TAKE** (or GET), **DROP**, **INVENTORY** (or I) displays a list of objects being carried, **QUIT** (or Q), **PULL**, **PUSH**, **HELP**.

MORE HEDGEHOG GAMES!
Pyschedelic **Hedgehog Software** is

POKEMANIA!
There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips** beginning on page **26**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!
(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape standard. Yes, were on the hunt for the best games from the creative talents of CRASH readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2, Shuriken, Talking Hedz, Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form — see page 19 of this issue — without one we won't even sniff your entry!

Previews

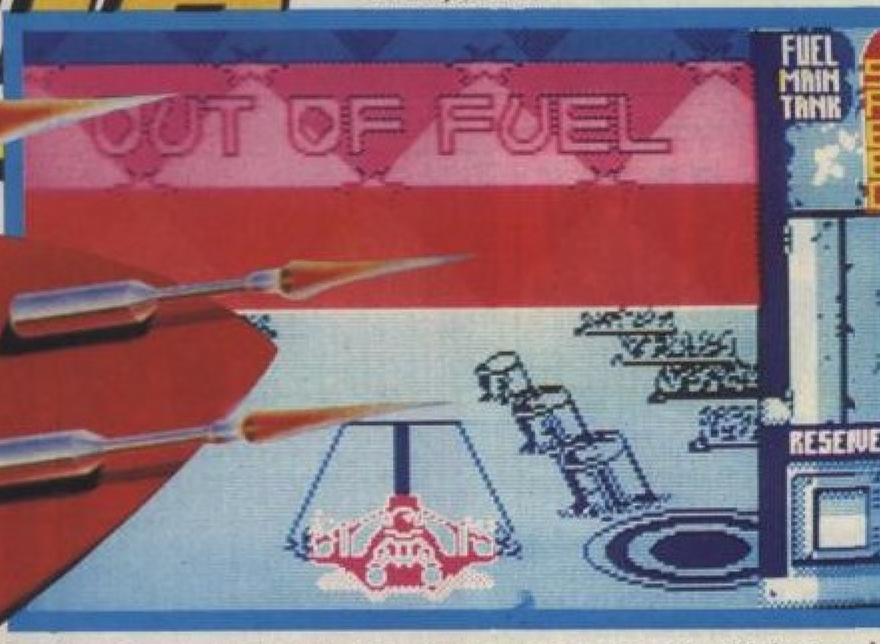
HYDRA



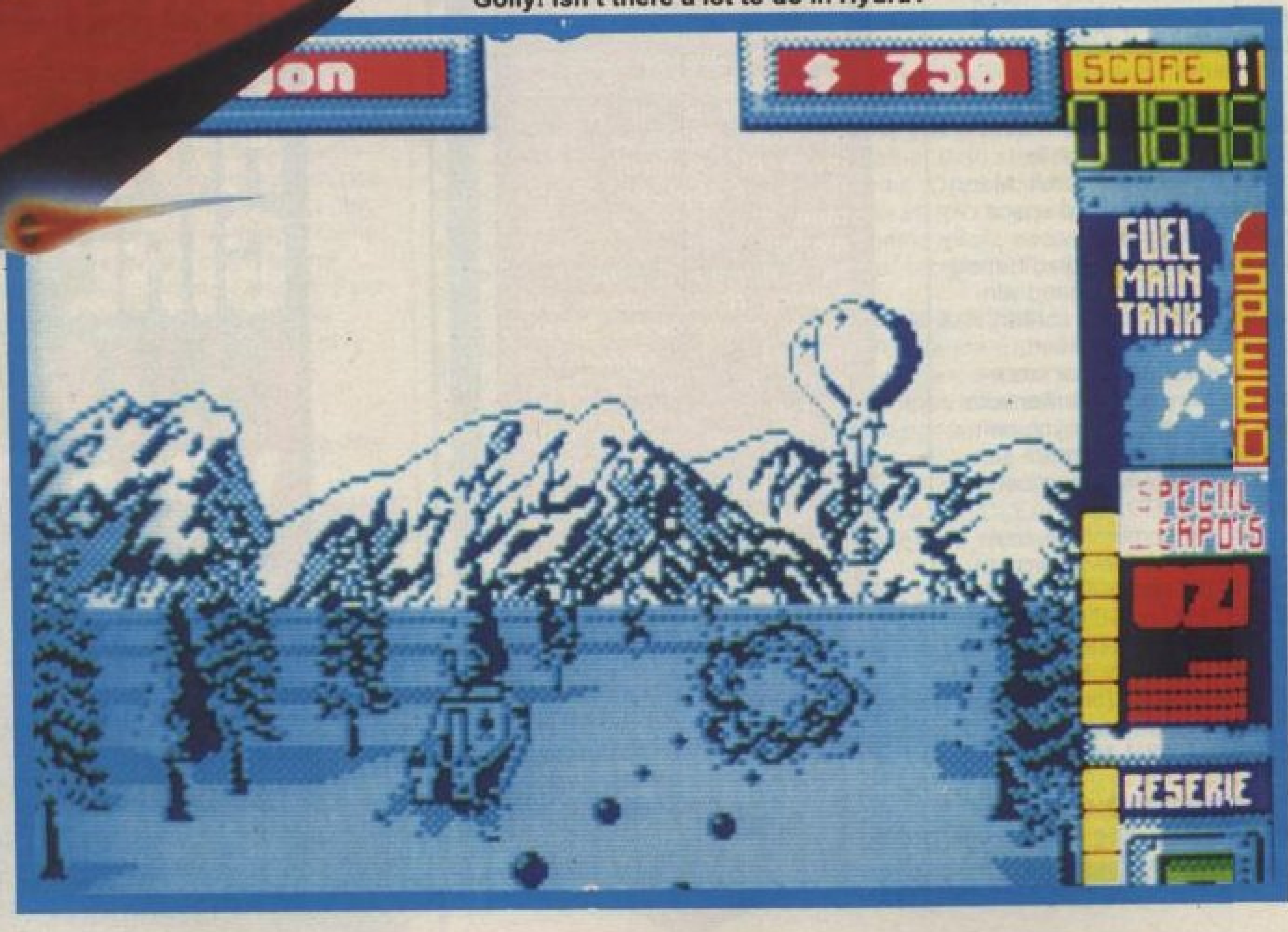
They took you racing in *Hard Drivin'*! They made you a hapless rozzer in *APB*! They gave you cartoon antics in *Robot Monsters*! They even sent you down the swanee on an inner tube with *Toobin'*! We are, of course, dwelling on the software house that deals with Atari Games' coin-op conversions — Tengen (who are really Domark in disguise). And now they've come back to the Speccy to thrill your undergarments off with the latest corker: *Hydra*! 'Cool!' pipes RICHARD EDDY, 'It sounds mighty interesting! I'll pop off and have a gander!'

Postman Pat (and his black and white cat) was indeed a hero of the Eighties. With his happy face and sense of duty to the village community, he was a model to posties throughout the nation. But if we whizz off into the future, say, the 22nd century f'r instance, Postman Pat and Jess have popped their respective clogs and gone to that great sorting office in the sky. Awww!

Without Pat, who can be trusted to get a parcel from A to B? Well, not many people, because at the



● **The bonus level in *Hydra*. Pity I've run out of fuel, isn't it?**

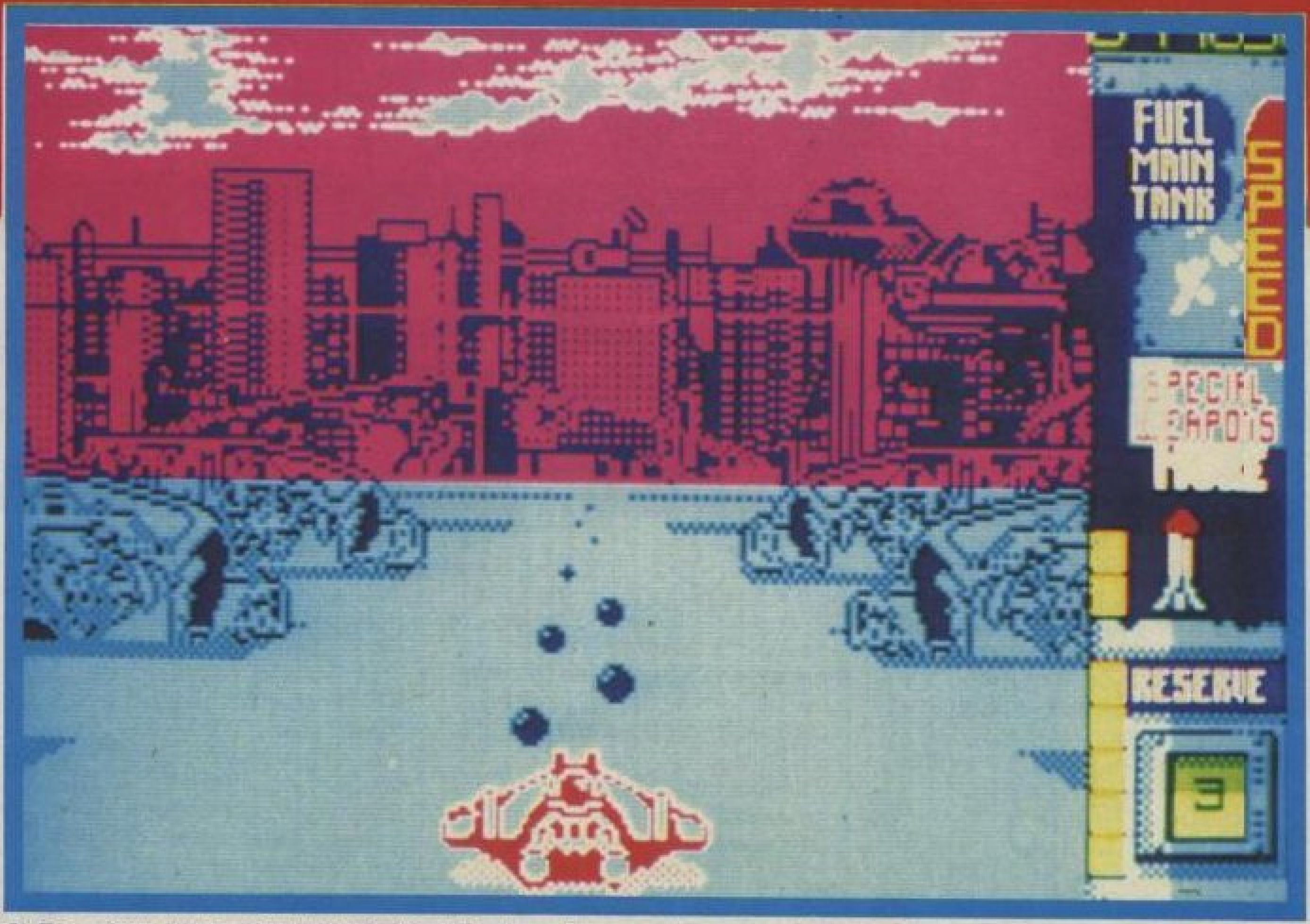


● **Shoot the enemy! Collect the floating cash bags! Avoid the trees! Golly! Isn't there a lot to do in *Hydra*?**

time **Tengen**'s *Hydra* is set, terrorists rule the skies and the seas. So when top secret packages absolutely, positively have to get through, the only postman (or courier, if you want to be official) governments can call on is you — codename Hydra!

Hydra is an all-out speedy racing game over the white waters of the future — the coin-op was created by the same team who designed *Roadblasters*, which should give you the right idea. Gone is the trusty post van (because that would sink), you're now in charge of a powerful speedboat called the Hydracraft, armed with twin cannons.

You guide the Hydracraft through 31 levels, split into nine missions, delivering cargoes such as mutant virus strains (*Blee!*) and doomsday devices (*Yikes!*) to complete each mission.



● Zooming up the straight into Washington. No enemies around, but let's shoot a round of ammo anyway, eh?

THE SHADOW KNOWS

But these cargoes are valuable and terrorists (remember? — the ones who rule the sea and skies) are desperate to get their thieving paws on them. Leading the attack force is the evil Shadow, a mysterious but powerful figure who commands a vast army of well-equipped assassins. Should you lose one of your Hydracrafts, the Shadow's entourage steals the current cargo as it goes flying out of the exploding craft!

On the waterways, which can be twisting narrow rivers or the open sea, the Shadow's forces are many. In the arcade game there are 12 different types of attackers, but only a few will make it into the Speccy version. You'll be up against deadly armed speedboats, hovercrafts and armoured boats that need special weapons to be eliminated. Danger also lurks on the riverbanks and coasts; tanks hail missiles on the craft so some well-timed manoeuvring is needed.

When you take the Hydracraft into the ocean, certain islands are patrolled by the Shadows' terrorists: on Punk Island, punks deliver a shower of explosives in a desperate bid to relieve you of your cargo. However, if they do get it, you can give chase and shoot back to reclaim it!

LOTS OF YUMMY FUEL

With bullet-pumping action throughout, you'd have thought that was more than enough to worry about. But oh no, your Hydracraft consumes fuel like it was going out of fashion! So, each level is not a battle against time but of keeping your fuel tanks topped up. Run out of fuel and you can't deliver the cargo, but (thankfully, as luck would have it, etc) fuel crystals are dotted along the course of each level, and bonus fuel is awarded at the beginning of each.

That's not all to look out for as you bomb along at high speeds. As well as hazzards like logs and rocks, which can wreck your craft, there are bonuses to pick up. The most important is the booster. This gives the Hydracraft extra power, allowing you to either accelerate away from danger while still in the water or (and this sounds fun) take off and fly above the dangers below! But you won't get a chance to relax much as the Shadow sends in air attackers to knock you out. The Hydracraft is equipped with two boosts at the beginning of the game — but you'll need more to survive!

Ramps, popping out of the water, also give the Hydracraft a bit of a lift, and you need to get your speed just right because bonuses float by and can be collected in mid-air. Yes, it sounds odd but they do! Cash bags are the ones to watch out for. You'll find these along the last route of each mission and they're important because with some dosh in your pocket you can go shopping at the end-of-level weaponry emporium! Hurrah!

AND A BAG OF NITRO, PLEASE

Yes — lots and lots of blasting devices can be picked up in your trolley. Just look at this little lot: Homing missiles lock-on to the nearest enemy target, Anti-Grav allows you to forget about gravity for a while and fly high above the mayhem (watch out for aerial attackers), Shields give you the power to pass through objects unscathed, Flamethrowers turn the enemy into kebabs, Six-Way shots fire your cannons in six directions at once, an Uzi for rapid-fire, Bombs that fly out and land in the middle of the scenery, eliminating all attackers in the vicinity, and finally — the ultimate — the Nuke, a nuclear explosive, which destroys everything in one fell swoop!

If you get the parcel through to the end of the level, there's a bonus round which gives you the chance to top up your doshometer. It takes place inside a glass dome and the objective is to race around the course, collecting as much cash as possible before running out of fuel. Bonus fuel is scattered around the course to keep you going.

After the bonus round, it's back to base to pick up another parcel and face the mighty Shadow once more. But one thing, viewers, why does the evil Shadow have a such a curvaceous figure and long, flowing blonde hair? Could it be... Well, I'm not saying — you'll have to wait until the end of April when the game's released from **Tengen** to find out! (Cue diabolical laughter!)

● Oh no! The *Hydra* shop shuts in nine seconds and I still haven't bought the cat food!



A BIT ABOUT THE PROGRAMMERS

Which programming team has been saddled with the job of converting such a fast game onto the Speccy? It's the Glasgow-based team **Ice Software** (lucky blighters, ho-ho!). Ice have been around for ages and their reputation is a good one. Indeed, they've handled the hits *Turbo Out Run* and *Chase HQ 2*, which gives them ample qualification to tackle the 3D speed of *Hydra*.

Ice are pretty much the leading development house in the field of software sprite extension (fnarr!) — the technique used to produce the 3D effects in games such as *Hydra*. It's easy enough for coin-op designers to achieve it — they simply slam in a bit of extra hardware to handle the expanding sprites. But Ice's job is much more difficult: they've got the limitations of the Speccy and *still* have to get everything in! So it means *Hydra*'s only appearing in 128K format, but from what's been seen already it looks smashing! Yippee!

Previews

Get Slimed!

Spookiness in space abounds in Audiogenic's next game, *Wreckers*, a futuristic arcade adventure set in a lonely space station. It's a super isometric 3D romparound programmed by one of the Speccy' spiffiest development teams — Denton Designs. RICHARD EDDY had a natter with John Heap (he's the programmer).

Wreckers is set in the future, on an outpost space station, Beacon 04523N. The beacon's job is to transmit nanowave transmissions to keep interstellar ships on the right course, and you're one of the three keepers who ensure the beacon keeps running. It's normally an easy job, because it's computer controlled and a troop of droids help with maintenance work.

The beacon is armed with four battlepods and some of the droids are armed. Should anything really terrible happen, there's a self-destruct mechanism with a one hour countdown. And guess what? The beacon's being invaded (uh-oh...).

THIS IS WHERE THE FUN STARTS

The invaders are green gooey stuff, called Plasmodian Extraterralis. They're hungry and love to scoff beacons, especially the ones with yummy plasnoglass casing, like yours. Help is on the way but you've got to keep the beacon clear or the destruction sequence will commence.

As a keeper, you've got two jobs to do. The most important one is to keep the beacon's transmitter going — any fluctuations of signal could send a spaceship to destruction. The second is to defend the beacon from serious damage. The Plasmodians have begun to knaw away at the beacon, so let's pop outside and sort them out with the battlepods!

The four battlepods lie at the corners of the beacon. Rooms, tunnels and lifts are shown in scrolling isometric 3D, but in a battlepod the display switches to an overhead view. You don't actually blast the Plasmodians but use the battlepod's sucking jobbie and Hoover them up! It's a great way of getting rid of them, but while you're on one side of the beacon, the Plasmodians on the other side are sliming up the plasnoglass!

Locate the airlock, put on a spacesuit, grab a flamethrower and burn the Plasmodians off the beacon's plasnoglass! You can't stop 'em all; some are sure to get through. Now the trouble *really* begins. The destruction system's set off and you have one hour to stop the invasion...

LITTLE FRIENDS WHO CAN HELP

The alien slime's getting inside but there's help available from your droids, which come in three models. Cleaning droids clean up live Plasmodians from within the station. Fighting droids come in different models, each with their own capabilities. They're pretty intelligent and will attack or defend themselves when in danger. Medical droids repair droids that have sustained damage.

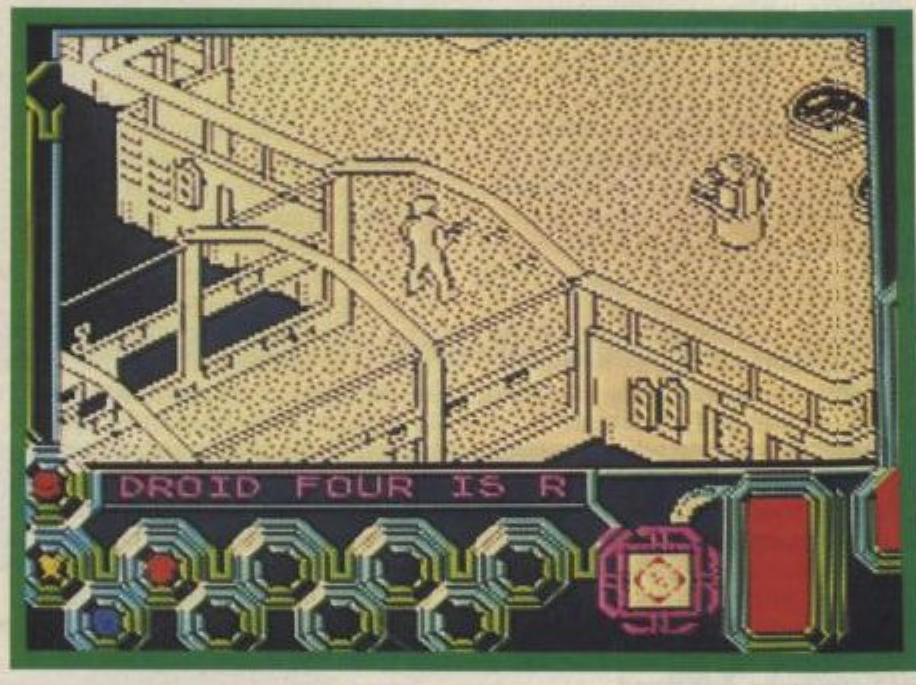
Special droids can be constructed in the beacon's Droid Factory to do additional jobs but, if overcome by Plasmodians, they can become disobedient.

Droids are not the only things which can suffer at the hands of the Plasmodians. If you can't wipe one out, a Plasmodian may envelope you, turning you into a human Plasmodian. If this happens, you'll assume the character of one of the other two keepers. You can also swap to another keeper if your energy's running low. Return your current keeper to suspended animation, take another, and your previous keeper's energy will slowly build up.

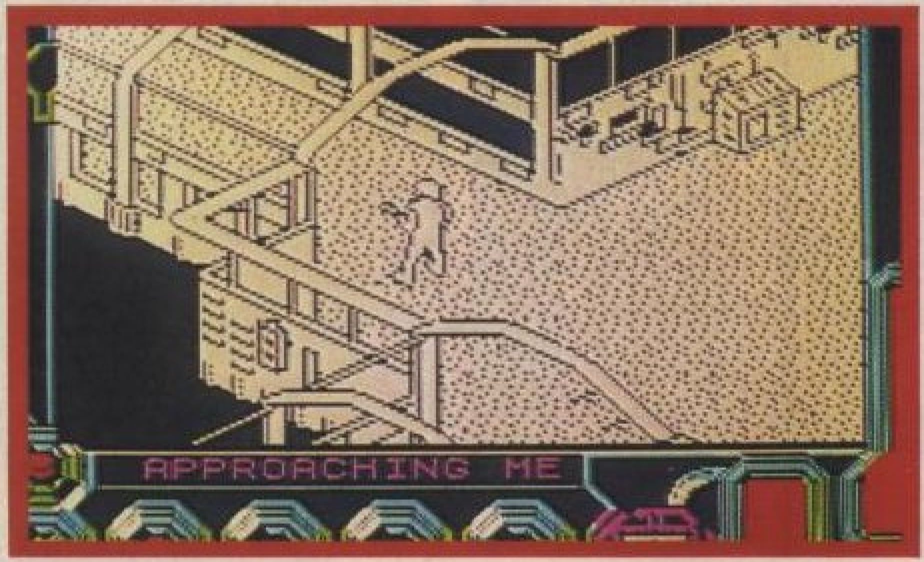
There are four transmitters to keep functioning and one is located in each of the Bulb rooms. To make sure they're functioning correctly, you have to do a Lissajous test. This involves two oscilloscope waveforms. One shows the correct wave pattern and the other one should match it. To tune the waveform correctly, two slide controls are used. If you don't match the waves the transmitter overheats, causing a power surge that could destroy the station!

To find out more about the beacon, its droids and the Plasmodians, you'll have to wait until **Audiogenic** release *Wreckers*! Ha!

● **Going up through one of the corridors into a main room in *Wreckers***



● **Finding your way about the beacon isn't easy. Thank goodness the status panel lets you know when you're approaching something relevant!**



OOOOH! IT'S VERY ROOMY IN HERE, ISN'T IT?

***Wreckers*' beacon has loads of rooms. Rooms of special significance have a monitor in them, from which details of the room can be obtained. And to save you the trouble, I've already had a look...**

■ **Droid Factory**
On the monitor you can cycle through all the different types of droids and choose which ones to commission.

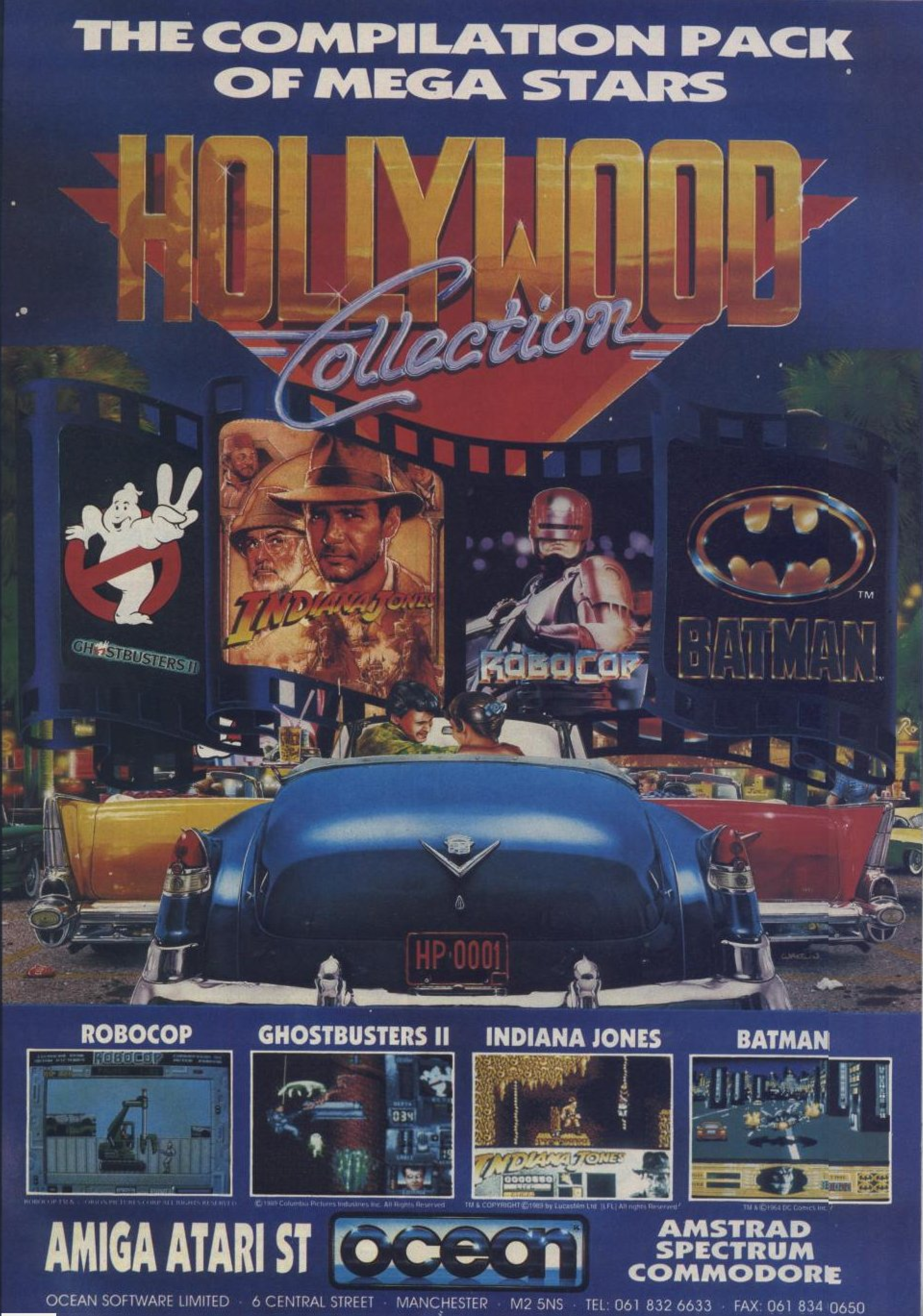
■ **Recharge Unit**
Where sick droids go to get better. They sit on a pad until their power is back to full strength.

■ **Generator**
It's important to keep this room infestation-free as energy collected here is transformed into the lifeforce of the station (muck it up and you'll affect the battlepods and droid construction).

■ **Atmospheric Control**
Important for your sake only. Droids don't breathe!

■ **Gravity Control**
Loss of gravity doesn't effect you but the droids float about until gravity is restored (except Cleaning droids who float about anyway).

■ **Cryogenic Room**
This is where the spare keepers are (unless you've killed 'em off, of course!).



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Previews

Here are some games (Well, *yes* —Ed). That aren't out yet (*and...* —Ed). They'll be out soon (*how* informative —Ed). It's the previews!

ON THE OCHE

● It's Jocky on the oche (a might tubby, isn't he)!



● JOCKY WILSON'S DARTS COMPENDIUM

Let's all go down the pub (have a banana)! *Roll out the barrel! Oh, tra-la-la la-la!*

There's nothing like a good old knees-up down the rub-a-dub-dub (pub), is there viewers? And to introduce a sporting theme into the evening, one can always pull out the arrers, stand on the oche and chuck 'em at the board (ie, let's play darts). And what a variety of games can be played to pass the evening away in a jovial manner. There are games like Darts Football, Darts Bowls and — oo — many, many more.

And now, thanks to **Zeppelin**, you don't even have to trudge down the pub to indulge in the beer drinkers' favourite game. With *Jocky Wilson's Darts Compendium*, you can play six different darts games on your Speccy, either against a chum or Jocky Wilson himself (sort of).

The compendium features six different darts games, which can be selected at any time: Darts Football, Darts Bowls, Scram, Ten Dart Century, Shanghai, and of course, there's the traditional 501 match. The control method is like most darts games; the full board is displayed and you have to aim a wobbling dart.

Jocky Wilson's Darts Compendium, from **Zeppelin**, should be on sale now at the snip-like price of £2.99. Great smashing super luvly, eh?

● Eh! Grand, super, smashing! You get nothing for two in a bed, not in this game! Jim Bowen: he just cracks us up!



● Thwack! Hit the ball and then throw your racquet at the other player (Erm, are you sure about this? —Ed).



GET SQUISHED!



● Win games and work your way up the squash league

● JAHANGIR KHAN'S SQUASH

Jahangir Khan is a birrova legend in the world of squash. He comes from a family of squash pros and is currently the Number One seed in the game (that means he's the best) — and has been for the last five years! And he's lent his name to a brand new simulation of squash coming soon from **Krisalis**! Also endorsing Krisalis's game is the **Squash Racquet Association**.

The game has two sections. The first part is the Club Level, where you can join a club, introduce as many other players to the club as you want, personalize the names on the club list and perform other tasks. Then it's on to the courts to have a good smash about.

You can play the game as a two-player tournament, or just yourself against the computer. You can even watch two computer-controlled opponents play a match. This is useful, as you can spot their skills and weaknesses so you'll be prepared if you compete against them later.

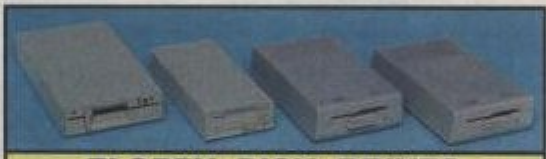
Like in the real game, *Jahangir Khan's Squash* features five different squash balls to play with. As your skill level increases, you work your way up through the different balls until you reach the hardest one of all, which has very little bounce so great skill in positioning and serving is needed!

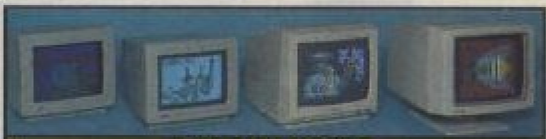
Matches can be played as the best of five, three or just the one game. And when you reckon you've got what it takes to be a pro, flip the cassette over and enter the World Championship tournament! Here you're up against 31 other seeded players in the toughest set of matches you're likely to face, played on several different courts.

Krisalis reckon it's going to be a smashing squash simulation and a really enjoyable game in its own right. Let's hope so, eh? *Jahangir Khan's Squash* reaches the shops in April and costs £9.99 on cassette, £14.99 on +3 disk — and it's another 128K-only game!

THE 1990 ATARI ST PRODUCT GUIDE

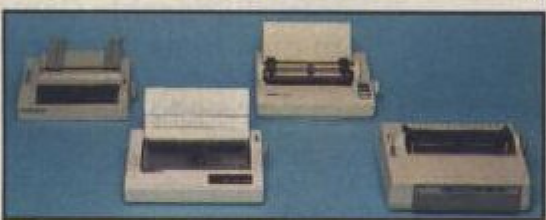
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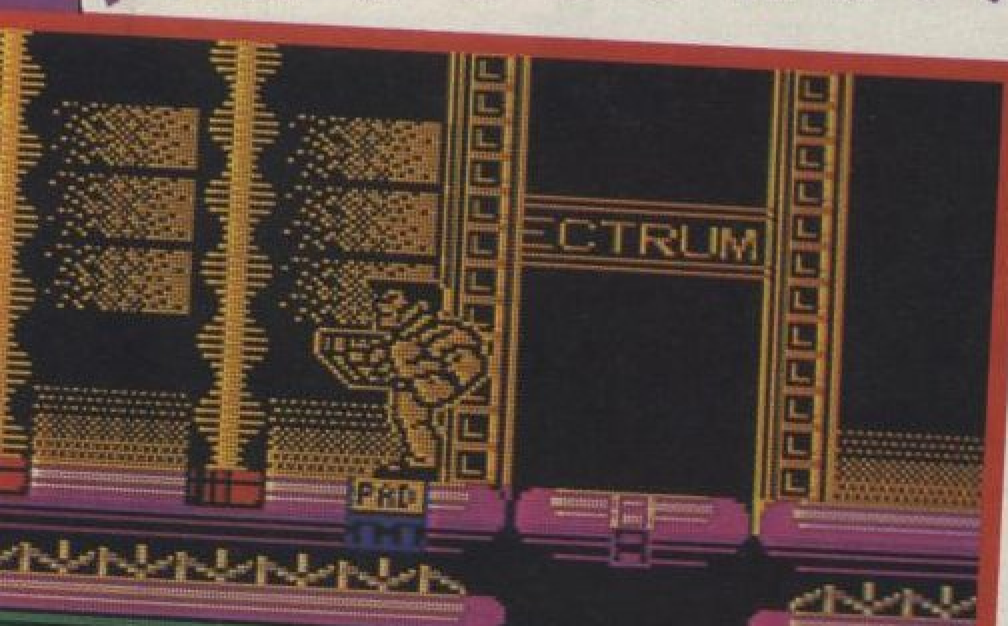
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PLAY WITH BIG ARNIE! (PHWOOOAR!)



★ WIN A VIDEO RECORDER (WOW!) ★ WIN *TOTAL RECALL* ON VIDEO (LORKS!) ★ WIN ONE OF 20 COPIES OF THE *TOTAL RECALL* GAME, TOO (SWOON!)

Arnold Schwarzenegger is a bloke blessed with more bloomin' muscles than you're likely to find on a beach when there's an R in the month! Indeed, he's won Mr Universe plenty of times but now he's the toast of Tinsel Town for being the hottest property on the movie scene!

And one of the best movies of last year was Total Recall, which our Arnie starred in. Now the film's out on rental video and there's a Speccy version to play too! Ocean's *Total Recall* is completely fab — a CRASH Smash, no less! It's the sort game that leaps at you, kicks you in the teeth and says 'Play this or I'll smash yer face in!', and Ocean are celebrating with this top-prize compo!!

IT'S A GREAT GAME!

Of course it's a great game — it's from Ocean (winners of Software House of 1990 in the CRASH Awards!), who create more smashes than DJ Nicko's driving (and that's saying something)!

Anyway, the game: five levels of romping action with two different styles of play. There's three levels of platform/exploration/shooting play as you control Arnie leaping about and collecting things, then there are two levels of driving along the road and shooting vehicles action. The perfect ingredients for a Smash, wouldn't you say? The game's out now (128K-only larks, ahoy!) and here's your chance to win a copy of *Total Recall*, along with lots of other bootie!

SOME NICE PRIZES!

More than nice! Positively fantastic prizes! First prize on offer is a brand new video recorder which, um, you can record and play videos on. Also in the prize bag is a copy of the Total Recall video (worth £80) for the first prize winner to watch on their new video! Actually, the Total Recall vid is a bit second hand as the CRASH team have just watched it and it's fab! And to top the numero uno goodie bag off there's a copy of *Total Recall* on cassette, too! Hurrah!

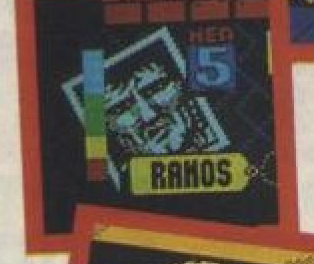
But that's not all — there are 20 runners-up prizes of *Total Recall*, the game! And to be in with a chance of winning, this is what you have to do...

CAN YOU RECALL IT?

How well can you recall things? Let's hope you've got a memory for games as this is what the compo's all about! We've printed screenshots from six Ocean games and your problem is to work out which games they're taken from. To make it a tad more difficult, we've only printed a segment of each screen. Your only clue is that all the games have been reviewed in CRASH within the last 12 months!

When you reckon you've correctly identified each one, write the answers, one to six, on a postcard or the back of a sealed envelope along with your name and address, and entrust them to the Royal Mail at this address: NEWSFIELD, CRIKKEY — I'VE JUST REMEMBERED! COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by April 18 or expect an unpleasant visit by Schw... (you know who)!

1


2


3


4


5


6



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LIVE CIRCUIT

The saga of Enor the mouse continues! Remember last month's arrival in the CRASH office? A mouse harbouring from the cruelty of winter? Yes? Good. He continued leaving small presents on desks until a few weeks back a chap from Mice-killers 'R' Us arrived and laid trails of poison on the carpet. Suddenly, everyone who before was screaming 'Yeek! Vermin!' suddenly began spouting about small innocent fluffy thing... no harm to anyone... blah blah. Well, little was seen of Enor for a few days and everyone dreaded finding a poisoned mouse on their chair in the morning. But, it's alright! He's alive! We know this because he's chewed through the cassette lead on the Speccy. Hurumph! More mouse antics next month (unless he dies, of course), now here are your letters. If you fancy winning the £40 software prize drop me a line at: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.



COMPLETELY SICK

Yo Lloyd!
I'm sick of people complaining about problems. Can't they thing of anything nice to say? Well, I can. So here they are:

1. I'm glad to see that after a disappointing 1990, with only a handful of quality games released, the standard of software is much improved already. If the quality of games is as good as *NARC*, *RoboCop 2*, *North and South*, *Gremlins 2* and the *Turtles* game it should be a very successful year. Also with companies like **The Hit Squad** and **Kixx** rereleasing quality budget games, I'm sure that people who turned to the SAM Coupe will be having second thoughts.

2. I hope **Ocean** carry on releasing 128K-only games and other companies follow them. *Navy SEALS* and *RoboCop 2* are both excellent titles and show what can be done combining the 128K sound chip with good graphics. My only fear is that every 128K-only game will cost £10.99 and then all the other full-price games will cost £10.99.

3. I think the Powertape is excellent. The playable demos are brilliant. The ex-full price games are a good way of getting some old games you missed when they were first released. As for the readers' games, my brother couldn't get his hands off the keyboard once I'd loaded *Egghead*! Luckily for me he's gone back to university and hasn't had a chance to play *Egghead 2*!

4. Seeing as how you've had features on educational software, arcade games and the Turtles, why not have a few hints on programming. Could you also bring the charts back?

5. Where are the Olibugs? Have they caught a bug or something? Ho! Ho!

6. I think Mark Caswell is too soft.

7. So there you are.

8. Seven was a funny number to finish on, wasn't it? Mind you, so's eight. Oh well.

Glyn Jones, Anglesey, North Wales

Erm... Yo Glyn! Nice to hear

from someone who's happy with the Speccy scene! Here, have a £40 software voucher!
LM

TURTLE 'CARE'

Dear Lloyd
I can't help noticing that there's a right way and a wrong way to do most things. So, here's the right way to hibernate your Teenage Mutant Ninja Turtles through the summer.
1. Find a box. It can be made of wood, plastic, metal, brick or cardboard (if you're a cheapskate).
2. Put the Turtles in it. Don't worry about there not being enough room for them, or air to breathe.
3. Stuff their weapons in as well. Don't worry about them hitting their soft undersides.
4. Dig a hole, making sure it is at least ten feet deep.
5. Seal the box. Either superglue or ordinary nails will do.
6. Drop the box in the hole. Don't worry about the shock they'll get when the hit the bottom.
7. Fill in the hole. Do not, under any circumstances, mark the spot.
8. Hopefully, when the time comes to dig them up you'll have forgotten about the little... (SNIP! Views deleted from family magazine.)
Andrew S Collier, Bolton

Is turtlemania over yet? If it is, it's worrying because it leaves it open for something far, far worse: Simpsonmania! Wasn't Bart's single completely awful?
LM

HAYLLLP!!!

Dear Lloyd
For the past three-and-a-half years my selfish brother has made rude and cheeky remarks at my Spectrum; telling me that the Spectrum is being phased out and why not get a console.
Should I get a console, or keep my reliable trustworthy Spectrum? I need someone's advice and now, because my mum and dad agree with my brother and are working as a team to persuade me to put away my Spectrum and look for a better investment. What should I do? Please help me!
Daniel Batchelor, Yately, Surrey

I reckon if everyone else in your family is keen to get a console while you're happy with your Speccy they should be the ones paying out for it. Remind them that new console games cost over £25 a piece whereas you can buy a Speccy game for as little as £3. You stick to your Speccy, Daniel, and simply take advantage of the console if they buy one!
LM

A PLUS 5??

Dear Lloyd
Please could you tell me if there is a computer called the Spectrum +5, with a cassette and a disk drive? And if there is, what's the price? And could you also tell me how much the +2, +3, 48K+ and the 128K+ cost?
Peter Twells, Billinghay, Lincoln

No, sorry Peter, there's no such thing as a +5, nor is there likely to be. Amstrad, the company that produce the Sinclair range, only manufacture the +2 these days and that retails for £159.99. Though, if you shop around, you might be lucky and find it cheaper. If you want any of the other models the only way to get them now is second-hand machines. Have a look at the classified advertisements in your local paper.
LM

LIGHTGUN LARKS!

Dear Lloyd
I will be getting a **Defender Lightgun** for my birthday in March. Could you please give me a list of games which are Lightgun compatible.
Ben Bussey, Aynswell, Hull

As far as we know the six games that come with the gun are the only Lightgun-compatible games available.
LM

WAR TALK

Dear Lloyd
Over the last few months or so I've seen many war games come onto the scene. Games such as *North and South, Crete 1941, Battle Command, Battle of the Bulge, F-16* — the list goes on. Surely all these games cannot all coincide with the Gulf War? It's plain and simple that software houses are making money out of the goings-on in the Middle East. I think that this is pure scandal. Our forces are fighting for their lives in the Gulf while software houses back home are piling up their bank accounts. When the public see the camera action of the planes and tanks on the news, they want a piece of the action so go and buy the next best thing — a computer game. Something must be done about this and done now.
Kevin Millington, Clockface, Merseyside

I don't think any software companies would release games just to exploit the media coverage of the Gulf war. It's an implausible notion that any games programmers sat down on the day war broke out and created a combat simulation for release two weeks later. *F-16* and *Battle Command* (the two games that would appear to tie-in with the war) have been in development for about two years and their release dates were really just fate. On a subject such as this, it's really up to Speccy owners whether they want to experience the action found in combat simulators; you can't expect two such superbly programmed games to be withdrawn sale because of what's going on around the world. Would you expect to go into a book shop and find all books, whether fiction or not, concerning war withdrawn from sale? I think not. CRASH has quite a few readers in the armed forces, like Spike (Forum, Issue 78), and any that may have ended up in the war have our support.
LM

+3 DISKS

Dear Lloyd
I have heard that **Amstrad** are scrapping the +3 and are concentrating on the +2 and the more expensive disk drive computer (Amstrad's CPC 6128 Plus). So, can you tell me if +3 disks will still be available and will they still put games on disk?
Simon Jesson, Sale, Manchester

No need to worry, Simon. The +3 disks are still in production — the CPC 6128 Plus uses them too — so you should have no problems getting hold of them. And yes, some software companies are still releasing games on disk. Check out the CRASH reviews to see what's available.
LM

KEEPS 'EM QUIET

Dear Lloyd
Just a line of thanks to **CRASH** and **Eric Auterith** for *Master Brain*, it has kept my son and friends quiet for hours! Being four- and five-year-olds the colours and numbers are very educational. My son has had other pair games but one or two cards always seem to disappear — on tape it's magic! Keep Powertape games like this coming and even **Gerard Fullerton** (Issue 85) will be happy. Thanks a lot.
Terry Young, Guidepost, Choppington

CRASH — the nation's playing our games (and learning quite a bit from them too!).
LM

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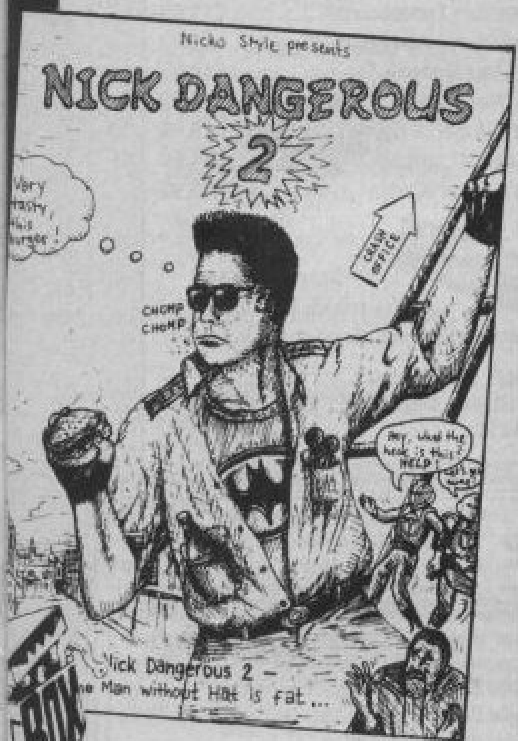
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ECO POWER!

● The planet Earth is an all right place to be (most of the time), isn't it viewers? Okay, so it's a bit messy in places but nothing a bit of environmentally-sound tidying up wouldn't cure. And here comes the very chap to keep the planet clean and green: **Captain Planet**!

Cap currently appears in a smash hit cartoon series in the States where, with the help of five right-on chums, he bravely fights to keep the Earth pollution-free and generally encourages everyone to do Green things. In fact he's *that* Green he's even outstripped the Turtles' popularity (cowabunga!).

The Captain Planet series hits our TV screens in April, and guess what? There's a Captain Planet game on the way. **Mindscape** have signed the licence and Captain Planet should having lots of recycling larks later this year!



■ Guffaw! More chortles at the expense of DJ Nicko as he becomes Nick Dangeroues — 2!! Dirk Mayer from West Germany wins a £10 software voucher for his Bug Box entry.



ANYTHING COULD HAPPEN...

● Standby: we are about to launch Sting-ray! *STING-RAY!* (Dah-de-dah-de-*dah*). Except we're not. But joystick manufacturer **Logic 3** (the new company formed by **Spectravideo**) are!

The **Sting-Ray** is a wizzy hand-held 'stick designed so it can be used by both left and right-handed games players. Fitted with durable microswitches (so it makes a nice clicky sound), Logic 3 reckon the Sting-Ray is responsive, strong and comfortable to use, even through a long alien-zapping session. It's out now and costs £14.95 for the standard version. If you want the autofire version it'll set you back another quid (ie: £15.95, for those of you useless at adding).

GRANDSLAM GIVES BIRTH!

● Much deep breathing, pushing and shouts of 'Any minute now, darling' could be heard around the offices of **GrandSlam** the other day. And then it happened. **GrandSlam** gave birth to a little rerelease budget-priced label all of it's very own. *Awwwww!*

The new label's called **Unique** and begins life with the rerelease of three games from **GrandSlam**'s back catalogue. Costing £3.99 apiece, the first titles going onto the streets are *Peter Beardsley's Football*, *The Flintstones* and *The Running Man*. Messages of congratulations on the birth may be sent to **GrandSlam** (though, we expect, they'd prefer it if you went out and bought the games).

■ Also out in time for Easter (hopefully...) is **GrandSlam**'s *England Football* game. It's a game, erm, about football and the England team. Sounds intriguing, eh? Don't miss the review next issue and look out for a rather major England football top-prize compo coming to these very pages soon!!

INTRODUCING...

CRASH CHARTS

Presented in association with Centresoft

This is what the big UK distributor Centersoft sold lots of in Feb!

1 ● Dizzy Collection (Code Masters)
2 ● Golden Axe (Virgin)
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7 ● Sim City (Infogrames)
8 ● Gremlins 2 (Elite)
9 ● Big Box (Beau Jolly)
10 ● Kick Off 2 (Anco)

(Well, that seems to be pretty much hitch-free. We'll keep this new Charts thingy —Ed)

WE'VE HAD SOME NEW IDEAS!

(lets see if any of them work)

INTRODUCING... ARFUR THE CABBIE'S MOVIE COLUMN

LIVE CIRCUIT

Kindergarten Cop

● 'Gawd! Lord luvva duck! I had that Arnold Wasshisname in the back of my cab the other day — Gordon Bennett!! Was he a big chap?!! Right, and in this film he, right, is this like undercover cop looking for this sprog and ends up becoming a nursery school teacher! It's a laff, innit?!?! You gotta laff ain't ya?!!?

'The kids play havoc. Gawd! I hate having kids in my cab (messy urchins wif their bleeding ice creams) — string 'em up, it's the only language they understand!!!

'No bleeding stars!!!' (Actually it's a brill movie —Ed)

Three Men and a Little Lady

● 'Gawd! Does us a favour, guv?! I had all the bleedin' cast in the back of my cab! Tom bleedin' Selleck, Steve Gottaburger and the other one. I fought 'Oh yes — hello luvvies' — it's a bit bleedin' suspicious, innit?!?! Right, in this bleedin' film the three blokes try an save the woman, old wasshername, from marrying this prat and the little lady — she's called Mary — is a birrova laff!! It's the bleeding' sequel to Three Men and a bleedin' Baby, init?!! Sequels?? I hate 'em! String 'em up, it's the only language they understand!!!

'No bleedin' stars!!!' (Erm, this film's quite ace. Arfur, you're fired! Movie column scrapped! —Ed)

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HI-FIRE!

Got dazzling scores on the latest hot Speccy games? Don't keep your gamesplaying skills to yourself — send your scores to us so the whole Speccy universe knows about it! Every month, we pull a name from the Hi-Fire hat and award the lucky reader £40 worth of software! So get playing, and send your high score — with a photo of yourself, if possible — to: NEWSFIELD, HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

TURTLES
50,500 Paul Jones, Gwynedd, North Wales
46,630 David Gilson, Spring Bank West, N Humberside
34,820 Dominic Chung, Salford 6, Manchester

NARC
104,400 Karl Gray, Stockton, Teesside

ROBOCOP 2
13,451,550 Adam Gordov, Alwoodley Park, Leeds
1,647,750 Paul Jones, Gwynedd, North Wales

SPY WHO LOVED ME
59,710 Anthony Devey, Farnborough, Hants

KWIK SNAX
55,195 Jagdev Kenth, Walthamstow, London

BATMAN: MOVIE
776,020 Stephen Tyrrell, Carnoustie, Angus
143,720 Adam Gordov, Alwoodley Park, Leeds

TURBO OUTRUN
550,300 Stephen Tyrrell, Carnoustie, Angus

RAINBOW ISLANDS
2,562,900 James Allonby, Kimberworth, Rotherham

CHASE HQ
12,728,042 Greg Smith, Hullbridge, Essex

POWERDRIFT
3,722,930 Greg Smith Hullbridge, Essex

UN SQUADRON
39,260 Dominic Chung, Salford 6, Manchester

R-TYPE
132,200 Eduardo Stuart, Rio de Janeiro, Brazil

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76,780 Huw Williams, Lanfurog, Ruthin, Clwyd

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1,882,240 Matthew Ray, Cholsey, Oxon
70,160 Karl Gray, Stockton, Teesside

PANG
95,100 Dean Wright, Wrexham, Clywd

GOLDEN AXE
42,800 Mark Strange, Netherfield, East Sussex

RAINBOW ISLANDS
641,360 Richard Van Den Berg, Harlow, Essex

OPERATION WOLF
770,864 Ryan Ingram, Emmbrook, Berkshire

SPHERA
2,076,000 Kevin Millington, Clockface, Merseyside



It's the dude with turtle power! With a completely fabuloso score of 50,500 on *Turtles*, **Paul Jones** from Gwynedd has been plucked from the glittering skip as this month's Hi-Firer!! A £40 software voucher is on its way!



This is **Anthony Devey** from Farnborough. Well, it was a few years ago! Anthony clocked up 59,710 on *The Spy Who Loved Me*!



All the way from Rio De Janeiro, Brazil it's **Eduardo Stuart** with a score of 132,200 on *R-Type*!

COMPO WINNERS

It's time to pop over to the glittering skip and pick a few prizes (c'mon, it's this way).

DIZZY COMPO

The Dizzy compo in Issue 84 was a massive success, literally hundreds of you sent in entries to win the ear wax-removing CD Ghettoblaster. Who's the lucky soul who will now be able to drown out all conversations at a range of several miles? It's Jamie Brown, Barrow-In-Furness LA14 3PS. **There were also 20 runner-up prizes of yummy Easter eggs, they go to:**

Justin Wilson, Farnborough GU14 OLA; Gregg Kynes, Fareham PO15 6QB; David Johns, Liverpool L21 4PL; Ian Davis, Camberley GU15 2NU; Mrs CJ Newbury, Whitstable CT5 1RG; S Palcadino, Nuneaton CU11 5AC; Graham Garlich, Lancashire BB3 3DU; John

LIVE CIRCUIT

Herbert, Hemel Hempstead HP1 3EW; Steven Brown, Colchester CO2 9UP; F Pearsall, Tenby SA70 7EU; Mark Hinde, Norwich NR3 2SQ; Jeremy Smith, Milton Keynes MK14 7RM; N Roe, Alvaston DE2 OEF; Ben Hollingsworth,



NEXT MONTH!

CRASH IN SHOCK SNOG-UP SITUATION WITH ANOTHER MAGAZINE!!!

★ PHWOOOOAAAR! Yes, next month all will be revealed as CRASH gets into a pervy bondage affair with a brand new British computer games magazine! GAMES X is the title of the new mag that'll be stuck to the back of CRASH for one issue only and then GAMES X goes weekly! Discover all next month!!
★ ALSO, SNUGGLING UP TO THE COVER... It is, of course, another blooming Powertape jam-packed with scorching hot game thrills and demos (like *HeroQuest*, which never made it onto this month's tape)!!
★ A QUICKIE BETWEEN THE SHEETS!! Lots and lots of rumpo between the sheets of paper that make up Britain's most hip, hop and happening (man!) Speccy magazine. Like reviews! Previews! Brilliant top-prize compos! Tips! And so much more you'll need a bucket of water to calm you down!!

DON'T MISS IT, DUDES! GET YOUR MONTHLY DOSE OF THRILL POWER FROM THE MAY ISSUE OF CRASH, ON-SALE APRIL 18!!

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Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.

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Telephone (Daytime)..........

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Signed..........

Date..........

Remember we will NOT consider your game if you do not enclose this coupon (or a photocopy)!
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

Nottingham NG5 6RB; Paul Clark, Goodmanham YO4 3HY; Shawn Abeyratne, Essex CO15 5AR; Hazel Kirby, Hitchin SG4 9EP; Kerry O'Niell, Stourbridge DY7 6AX; Andrew Sherwood, Dudley DY3 2EW; Matthew Fairman Kidderminster DY11 5AW.

STAR CONTROL COMPO

It's a hard life being a tough galactic hero type, it's also tough becoming a pop star (ask our Art Editor). But thanks to Accolade and the *Star Control* compo, three of you lucky readers have won Casio keyboards! First prize was a Casio CA-100 and the winner is Melanie Devon, Liverpool L14 9PT. **Second prize is a Casio CA-101,** Duncan Bates, Maidstone ME16 4HA **is the proud owner of a brand new noise machine. Third prize is a Casio PT-88 and** Steven Mather, Manchester M28 GPH **is the winner of that one. Eight runners-up will soon be sporting an Accolade T-shirt:**

Ajay Bhadresa, Ilford I64 5NB; Clayton Brown, N Ireland; Steven Herron, NE71 6AG; Benjamin Disney, Gainsborough DN21 1RJ; Bryan Roberts, Cheshire; Dean Hadfield, S43 3EA; S Shawcroft, Bridgend CF32 9YF; David McDermott, Kingspark G44 4NR.

TOP CAT COMPO

They may not be Officer Dibble's favourite felines, but the Hi-Tec Software competition was certainly popular with the CRASH readers. The first prize is a brill Sony Discman so the lucky winner will be able to listen to their favourite CD almost anywhere (the bath isn't recommended). The winner is Lucy Butler, Beaconsfield HP9 1XW. **20 runners-up receive a copy of the game, they are:**

Andrew Cook, Flitwick MK45 1PH; Martin Ryan, Milton Keynes MK6 3HJ; Matthew Wheeler Birmingham B33 OUY; Paul Scott, Telford TF7 5AJ; David Coverley, Redcar TS11 6DG; Alison Genau, Keighley BD22 6LR; Steven Davison, Newcastle NE5 1SR; Dave Lee-Keow, Coventry CU6 6EH; Nicholas Stokes, Cheshire SK6 7JR; Wyn Gravelle, Carmarthen SA31 3ES; Roddy Guttery, Bridgnorth WY16 5JT; Sarah Corkhill, Shrewsbury SY1 4TB; Andrew Roberts, Solihull BG3 8RR; Catherine Attaway, Nottingham NG4 4HN; Duncan Gammon, Knighton LD7 1PE; Gregg Cormack, Aberdeen AB22 8TA; G White, Doncaster DN6 8DY; Zoe White, South York DN3 2LB; Martin Fewell, Milton Keynes MK6 SAE; Paul Stevenson, Aberdeenshire AB42 6ZF.

NARC COMPO

***NARC* is a well 'ard game and for the competition Ocean offered a well 'ard prize. The two winners will receive a well kickin' leather jacket (with optional *NARC* logo), an Ocean T-shirt and a copy of the game. And the winners are:** Sander Van Den Berg, Holland **and** Brian Eyre, Limerick. **Ten runners-up are soon to be the proud owners of a T-shirt and a copy of the game:**

Stephen Birkett, Burton-On-Trent DE15 OJD; James Garside, Castleford WF10 2NG; Jason Binns, Steeple Claydon MK18 2PU; Adam Timberley, Northants NN15 5DS; DC Marriot, Worcestershire BG8 9LW; Cameron Taylor, Scotland; David McConnell, Co

LIVE CIRCUIT

Londonderry BTS1 STR; Thom Jennings, Knaresborough HG5 8HF; John Churchhill, Winchester; Rowan Smith, Leicestershire LE16 9LD.

That's your lot for this month, the glittering skip returns next month with another set of compo results (let's hope your name's there).

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Year subscription rates: UK £17.20, Europe £24.00, Air Mail overseas £37. US/Canada subscriptions and back issues enquiries: Barry Hatcher, British magazine Distributors Ltd, 40 Wilkins Drive, Seaburg, RR#1 Woodstock, Ontario N4S 7V6, Canada, Tel: 519 421 1285, fax: 519 421 1285. Yearly subscription rates; US $47.00, Canada $57.00. Back issues: US $5.20, Canada CAN$6.20 (inclusive of postage).

COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untowards happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

ISSN 0954-8661
Cover design and illustration by Oliver Frey

ABC MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

PULL OUT YOUR DINNER JACKET, IT'S OFF TO THE
1990 CRASH READERS' AWARDS PARTY!

1990 was a rather triff year — jammed packed full of months with plenty of days, too. In a year when we were advised by notable pop combos to go twisting our melons (man!) and start doing the do, CRASH reckoned you were better off playing Speccy games! And there were some excellent titles to be played! But what has come out tops? Here are the results of your accumulated choices for the year that was 1990...

★ BEST GAME OVERALL

This is the ultimate award, and being recognised by the CRASH readers as the most impressive game of the year thrusts the title into instant classic status. 1990 was such a good year for quality product there were loads of nominations, but only one game can scoop the award. And that game was...

ROBOCOP 2

Ocean's sequel to its best-selling ever title scooped 21% of the votes. It was a CRASH Smash in the January issue where it scored an overall of 93% with comments such as 'Fast, furious, addictive and a hell of a lot of fun to play!' *RoboCop 2* could have also won Most Difficult Game of 1990 as well, because it was, indeed, a mighty tricky game to complete. Runners-up in the Best Game category were:

RAINBOW ISLANDS **■ Ocean 16%**
NARC **■ Ocean 14%**

★ BEST COIN-OP CONVERSION

Whenever a new arcade machine is launched there's a mad dash by software houses trying to snatch up the licence. Licensing a coin-op costs thousands of pounds but the rewards for successfully recreating a coin-op on the Speccy can be enormous. **Ocean** games dominated the nominations for this category, but **Virgin**'s *Iron Man* and *Golden Axe* scooped lots of votes. But without a shadow of a doubt the winner is...

NARC

Drug-busting mayhem is *NARC*'s theme and it obviously proved popular as it grabbed 42% of your votes! And for the runners-up...

MIDNIGHT RESISTANCE
■ Ocean 14%
GOLDEN AXE **■ Virgin 13%**

★ BEST LICENSED GAME (NOT COIN-OP)

1990 was another excellent year for film, character and book licences. For programmers and game designers it was good because it gave them the freedom to design an original piece of gameplay — whereas with coin-op conversions there's not that element of creativity, it's just a copy of the arcade machine.

Bit of a problem with film licences this year, though. In 1989 there were the smash hit movies of *Batman*, *Indiana Jones and the Last Crusade* and *The Untouchables*, which scooped last year's award. 1990's two top films, *Ghost* and *Pretty Woman*, were far too soppy to turn into games — no alien death scenes, y'see. But there was one film, although not topping the ratings at the cinemas but making one hell of a game, that came out tops. It was, of course...

ROBOCOP 2

Ocean's metallic sequel made the biggest impact on the awards. It received more nominations than any other game in any other category — here it managed a stomping 56% of your votes! Trailing behind came:

MONTY PYTHON **■ Virgin 16%**
NIGHT BREED **■ Ocean 10%**

★ BEST ORIGINAL GAME

In a time where licensed games are all the rage, it's good to see there were a few shining examples of original games popping up through the year. This is often the category when the thinking man's games come through and this year is no exception. The winner is that ever-effervescent Speccy hero who appeared in his fourth game...

MAGICLAND DIZZY

Dizzy and his chums, the yolk folk, are now big business for **Code Masters** and they scored a hit with you lot, too: 29% of the votes went for *Magicland Dizzy*. And bringing up the rear were two games very worthy of accolades...

SIM CITY **■ Infogrames 14%**
PIPE MANIA **■ Empire 13%**

★ BEST ADVENTURE/ STRATEGY GAME

Most of the top software development groups in this area have forsaken the Speccy as a suitable machine for running the complex interactive adventures that abound on 16-bit machines. A few appear now and again and when they're good you go a bundle on them. The winner of this category was streets ahead of its competitors, and deservedly so...

LORDS OF CHAOS

Blade Software's epic mystical roleplaying title appeared in the earlier part of the year but it was not forgotten — it grabbed 41% of your votes! Following on behind comes...

FIVE ON TREASURE ISLAND
■ Enigma Variations 14%
DOOMSDAY **■ Relion Software 8%**

★ BEST GRAPHICS

There are basically two styles of graphics in games these days — either big, bold, blocky and incredibly colourful, or very detailed monochrome (with just a splash of colour plopped in around the sides). What's tops? Well, it looks like the more colour the better because the winner is (cowabunga!)...

TEENAGE MUTANT HERO TURTLES

Imageworks hit the big time with *Turtles* giving them the Number One slot in the Christmas hit parade and 21% of the votes in this category. The programming team at **Probe Software**, who developed the game, used the groovy graphics technique previously seen in **Virgin**'s *Dan Dare 3*. It was a hard fought category and the runners-up are:

RAINBOW ISLANDS
■ Ocean 20%
ROBOCOP 2 **■ Ocean 17%**

★ BEST SOUND

The 48K Speccy goes beep. And that's about it. The 128K machine has four channel sound but it's still not exactly Kylie, is it? But hell, there've been a few games that made very good use of the Speccy's music capabilities and coming in at the top spot is...

RAINBOW ISLANDS

28% of the votes went to **Ocean**'s cutesy platform game that had the bouncy, jolly tunes and sound FX to match. How did it go? Sort of 'Da da dum de dum...', or something. Ditties bringing up the rear were:

ROBOCOP 2 **■ Ocean 21%**
DIZZY 4 **■ Code Masters 17%**

★ BEST SOFTWARE HOUSE

Bit of an achievement to win this award. It shows that the quality of games published by one house has been of a consistently high quality. And without further ado (or much surprise, really), 1990's Software House of the Year was...

OCEAN

That makes a change, eh viewers? Winners for the past three years running! This year **Ocean** scooped 52% of the votes. Can they hold up their reputation during 1991? Things look good so far, but you'll have to wait 12 months to find out! Runners-up were:

CODE MASTERS 24%
US GOLD 5%

★ BEST ORIGINAL BUDGET GAME

In 1990, the budget market became stronger than ever, with hordes of top-notch original games finding their way onto the software shelves. We did allow you to cheat a little (only a very little) bit in this category by allowing votes for *Magicland Dizzy* (which as yet has only appeared on compilation) because we reckoned if you take the number of games on the Dizzy compilation pack and divide by the price, *Magicland Dizzy* does (sort of) end up as a budget game. No surprise then that the winner is...

MAGICLAND DIZZY

A whopping 46% of your votes put Dizzy's fourth adventure in the top slot and it was well worth it — we were playing it for ages here in the CRASH office! Trailing behind ever so slightly came:

KWIK SNAX **■ Code Masters 17%**
TOP CAT **■ Hi-Tec 6%**

★ BEST NEWCOMER

As fewer software companies continue their support for the Speccy, it's good to see new software houses emerging with a line-up as strong, if not stronger, as the long-time Speccy supporters. Making the biggest impact on the 1990 Speccy scene was...

HI-TEC SOFTWARE

Hi-Tec's success (51% of your votes) is probably thanks to its impressive line up of **Hanna-Barbera** cartoon games. Titles such as *Top Cat*, *Yogi Bear*, *Ruff and Reddy* and others gave **Hi-Tec** a high profile with great games to back it up. Runners-up were:

STORM SOFTWARE 20%
SAM COMPUTERS LTD 12%

★ WORST THING ABOUT 1990

Oh dear. Not a nice category to be featured in. So let's not dwell on it, just announce that the worst thing about 1990 was...

LACK OF SOFTWARE

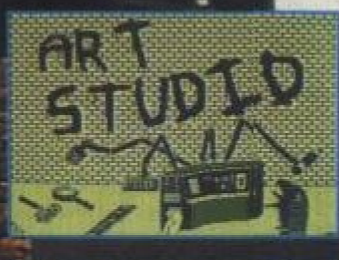
The number of releases were pretty low in 1990 and the lack of variety within titles didn't help. Especially when nearly every software house jumped on the bandwagon that was the World Cup. Which takes us onto the runners-up:

Anything to do with soccer 15%
Piracy 9%

★ **That's your lot! The high points and low points of 1990. A big thank you to everyone who took the time to vote. The lucky ten winners who each get a prize (consisting of a 12-month subscription, a T-shirt and a cap) are:** Justin Abbotts, Bracknell, Berks; Alex Perkins, Sittingbourne, Kent; Michael Fortt, Homerton, London; David Murphey, Gunthorpe, Peterborough; Michelle Southern, Thornton Heath, Surrey; Stephen Robinson, Golbourne, Warrington; Eric Graham, Londonderry, N Ireland; David Langton, Bangor, N Wales; Matthew Hennessey, Colemere, Shropshire; and Michael Wigmore, Morpeth, Northumberland. **Congrats to you lot and the awards will be back in 12 months' time. Ta-ra, star makers!**

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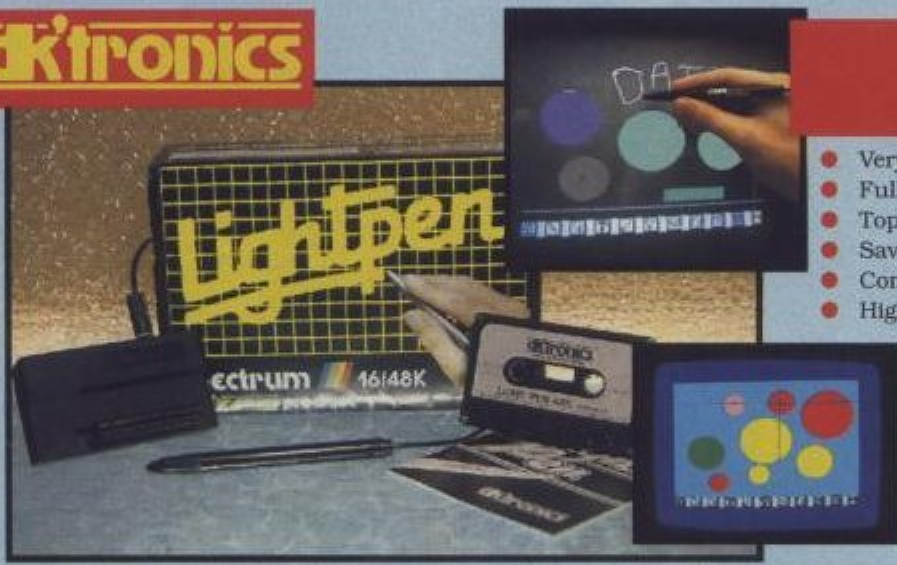
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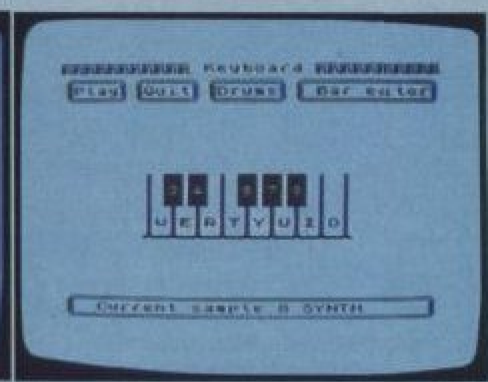
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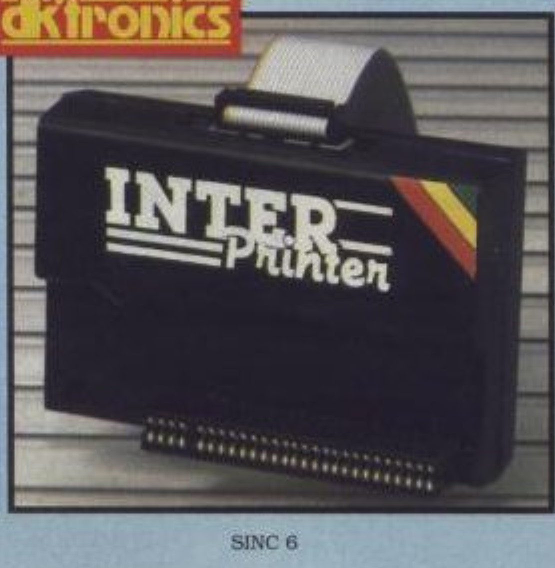
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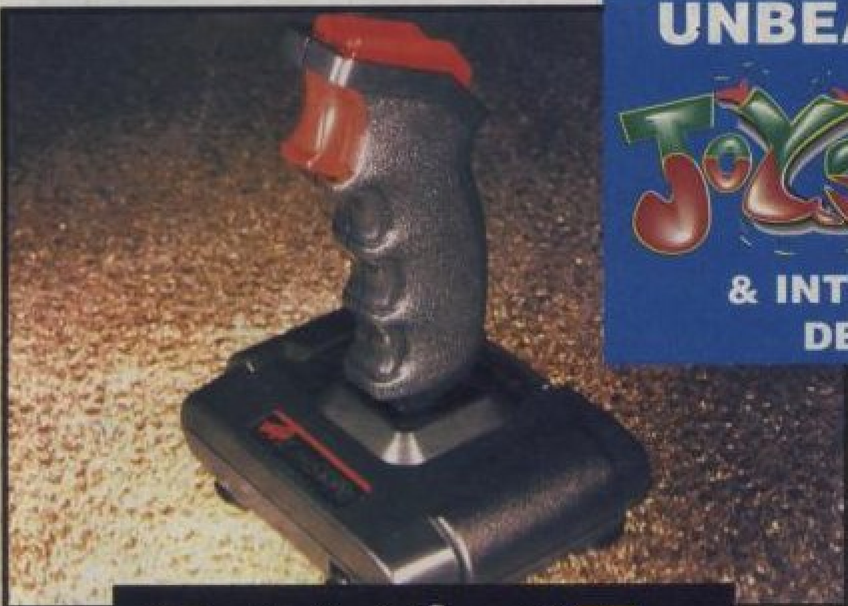
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Nick's PLAYING TIPS

Welcome to Lloyd Mangram's Forum...ha ha. April Fool, it's not really! This is the SAM Page... Ha! Ha! Got you again, aren't your sides just splitting? Pathetic, isn't it (Erm, yes —Ed)? When it comes around to April 1st, people start playing stupid jokes on you and thinking they're Jim 'nick, nick' Davidson or someone. Roll on May, I say. You'd be a fool to miss the tips this month, though. There are some pretty impressive maps to show off — *RoboCop 2* and *Total Recall*, to be exact. I'm really getting in to drawing maps on the Amiga's *Deluxe Paint III*, I think you'll find the results quite impressive (or I hope!). This issue's £40 worth of software goes to Gordon Howling (awoooooo!) for his *RoboCop 2* maps.

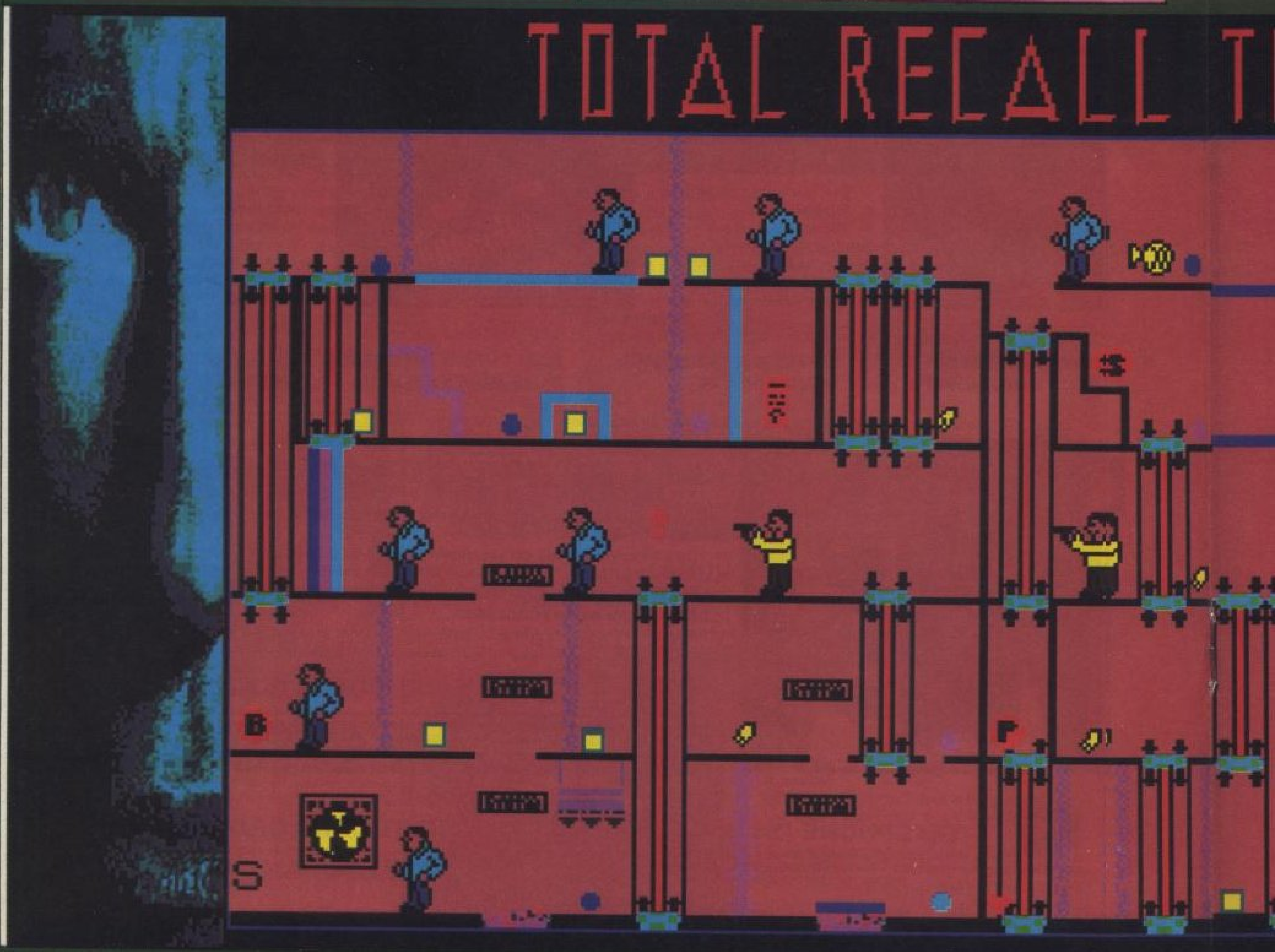
CHEEKY CHEETS with MC Nicko!

Gremlins 2
On the high score table type your name as SINATRA for infinite lives.
(Chris Jogger, Simon Gould)

Count Duckula
On the menu screen, hold down all the keys on the keyboard except the number and control keys. The Count Duckula logo should change to a Revenge Of The Banana Milk logo!! When you start the game Duckula will have become a milk shake bottle and with one key he can walk through all the doors except the ones that need special objects.
(Peter Chaplin)

Future Ball (SAM)
Enter your name as HAPPY on the high score table and you'll be able to go on the top challenge straight away.
(Big Bev)

Defenders Of The Earth (SAM)
Enter your name as '.... DAB' and you'll be blessed with infinite energy.
(Frank Butcher's hat)



SPECIAL CRIMINAL INVESTIGATION

Also known as *Chase HQ 2* to his friends! Here's an idiots guide to playing this road-ripping, wheel-spinning game (even if I found it a bit easy) from Stephen Samuel **of Stockton.**

When starting a level, press Q (if using keyboard) and then use turbo. This will allow you to reach the baddie with plenty of time to spare. If you hit a car or the side of the road you slow down. Get to learn where the baddie appears on each level so you can turbo just before, to catch up and hit him.

When chasing after the baddie's car, smashing into him depletes his energy faster than shooting him, but shoot anyway because it helps a little. When you pick up missiles wait until the crosshair appears before firing because you only get six.

On level four watch out for the water at the side of the road as it's very easy to crash into it and sink.

narc

More help from Stephen Samuel**. This time it's for that highly gory game *NARC*, from Ocean. I bet you all just love heads and arms flying everywhere when you blast a baddy, don't you?**

Keep kneeling down because you can't shoot the dogs when standing up. Each time you start a new screen you'll be standing up so kneel down straight away.

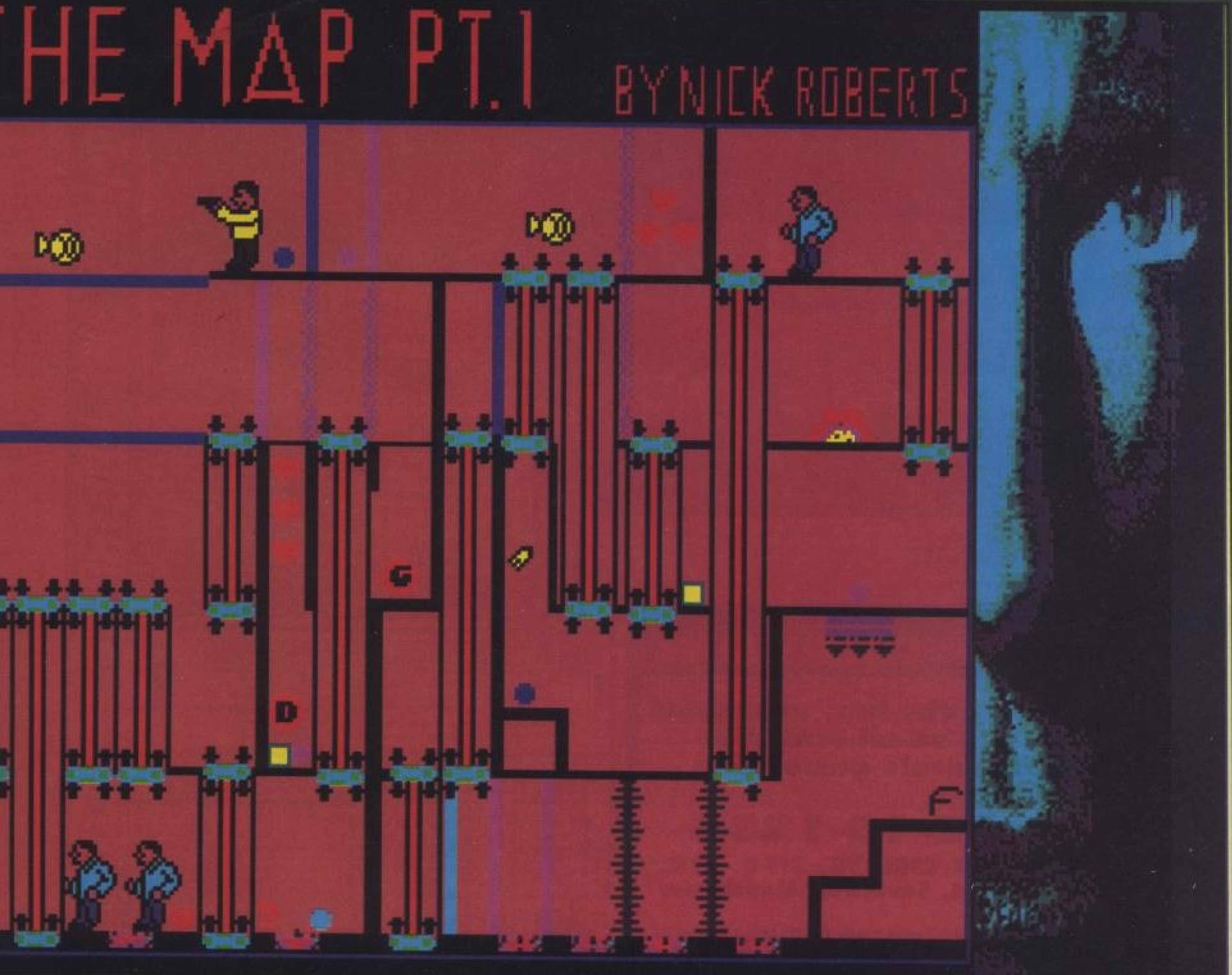
To get in the car on level three, stand at the side of it and jump, then press up and you'll land in the car. Once in, drive full speed along the bottom to complete the level.

On a two-player game, only one player has to go through the door. On level two when you see the needle throwers and on level four with the Kinky Pinkys, use rockets all the time. In case you hadn't guessed, keep firing all the time!

WELL, GOLLY GOSH, IT'S... POKEMANIA!

Ol' Turbo never sits down for five minutes. This month he's been busy compiling this little lot for your hungry Spectrum:

Turbo Lotus Esprit — always qualify
Line Of Fire — immortality for players 1 and 2
Fast Food — infinite lives
Shadow Of The Beast — inffinite lives
Dragon Breed — infinite lives
Eliminator — infinite lives
Puzznic — infinite lives and re-trys
Strider 2 — infinite lives



ROBOCOP 2

You lucky, lucky readers. Not only do you have a beautiful map of *RoboCop 2* by Gordon Howling of Wallsend to examine, you also get these tips from Stacey Botteau **of Caernarfon in sunny Wales.**

Level 1
On the first level the flashing baddies are unarmed — don't shoot them or you'll lose power and time. The unarmed baddies are only on the bottom level. The lift switch is on the far right of the bottom level, you'll have to use the conveyor belts to reach it.

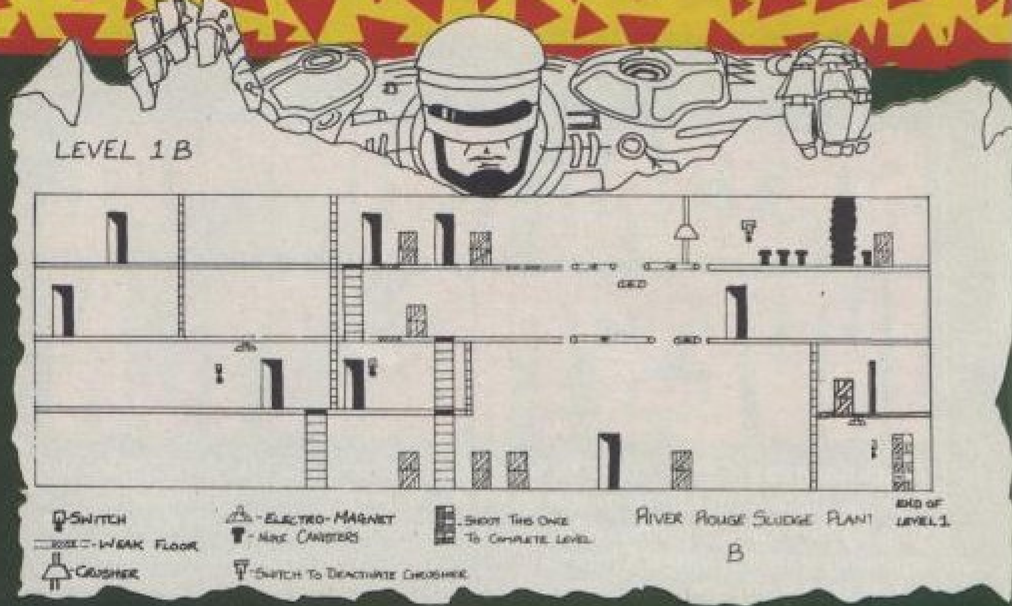
Level 4
In the brewery you'll have to grab onto the hooks to avoid falling into the acid. You have to hang on to the edge of the hook or you won't grab it. Be careful of the drops falling down as they reverse your controls.

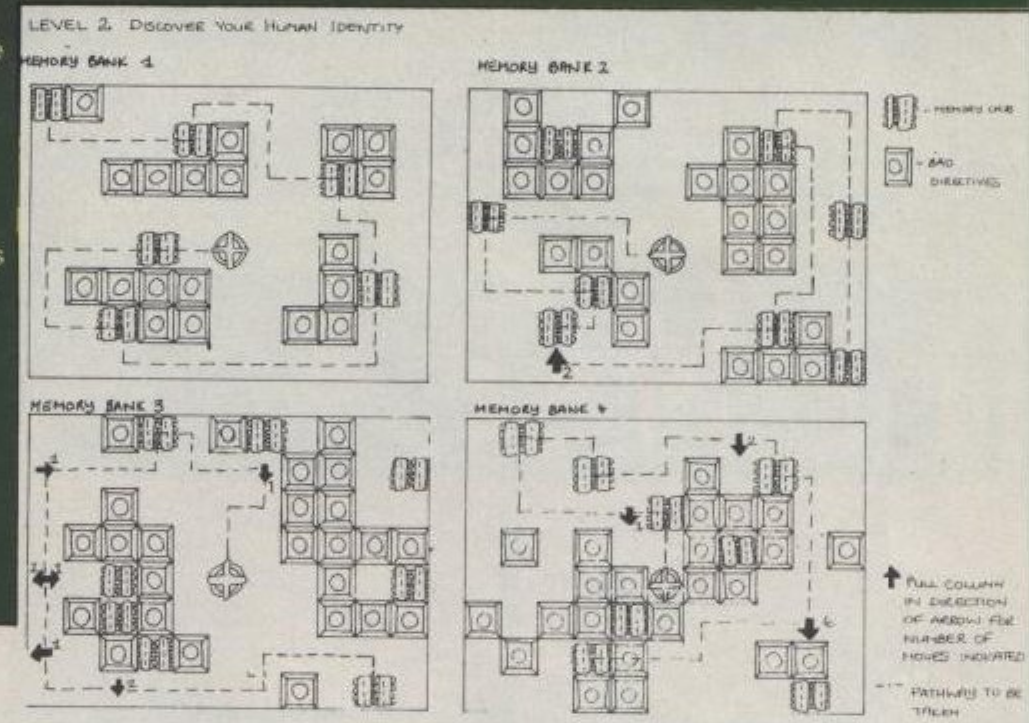
To find the Nuke cannister you have to empty the left-hand container. To do this go to the bottom switches and have the left switch on and the right switch off. Go up a level and put the right switch on and the left switch off, go up again and put both switches off, up again and put both on. The left hand container should now be empty.

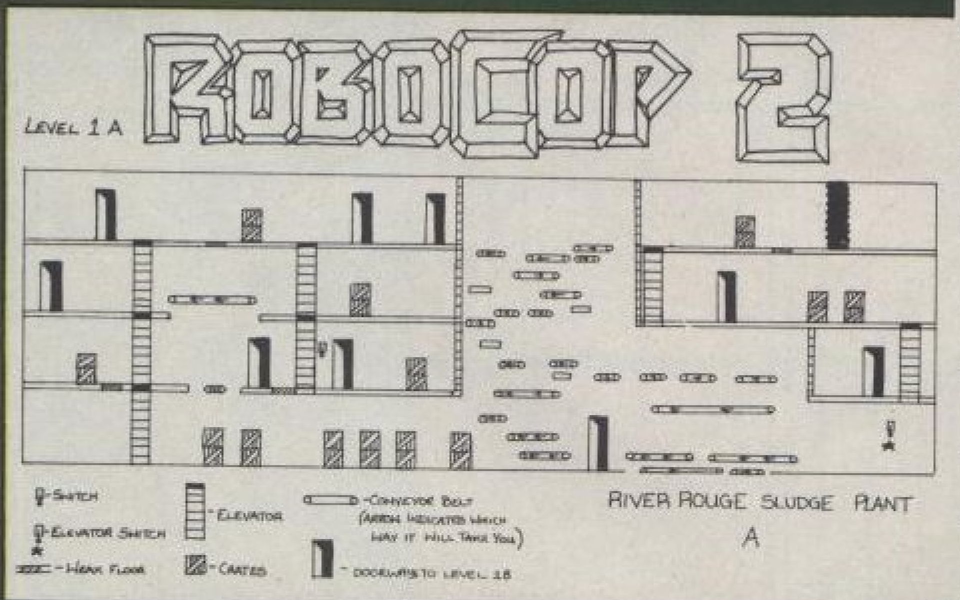
Go up one more time, walk a little bit to the left and jump through the floor. Now find the Nuke vault and that's level four completed.

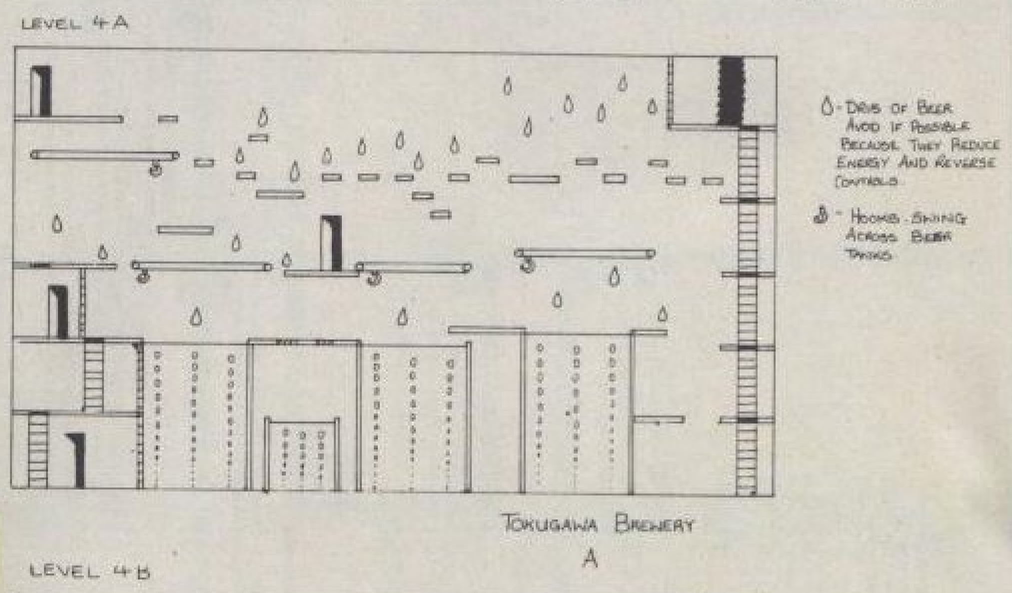
Level 7
Shoot like hell! Look out for missiles and get food as soon as you see it. The code numbers for the lifts are: 4, 14, 7, 40, 19, 8.

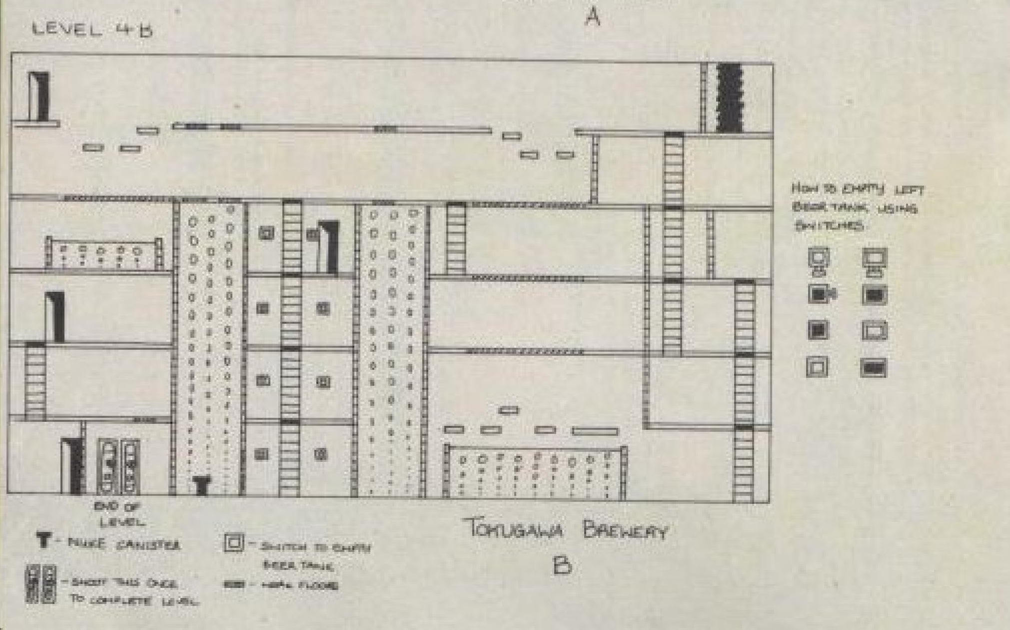
When you reach RoboCop 2 you'll have to shoot like crazy. As soon as you see food shoot it or you'll have no chance at all. You have to fall five or six levels before you kill Robo 2. Read the final message and hey-ho, you've completed *RoboCop 2*.











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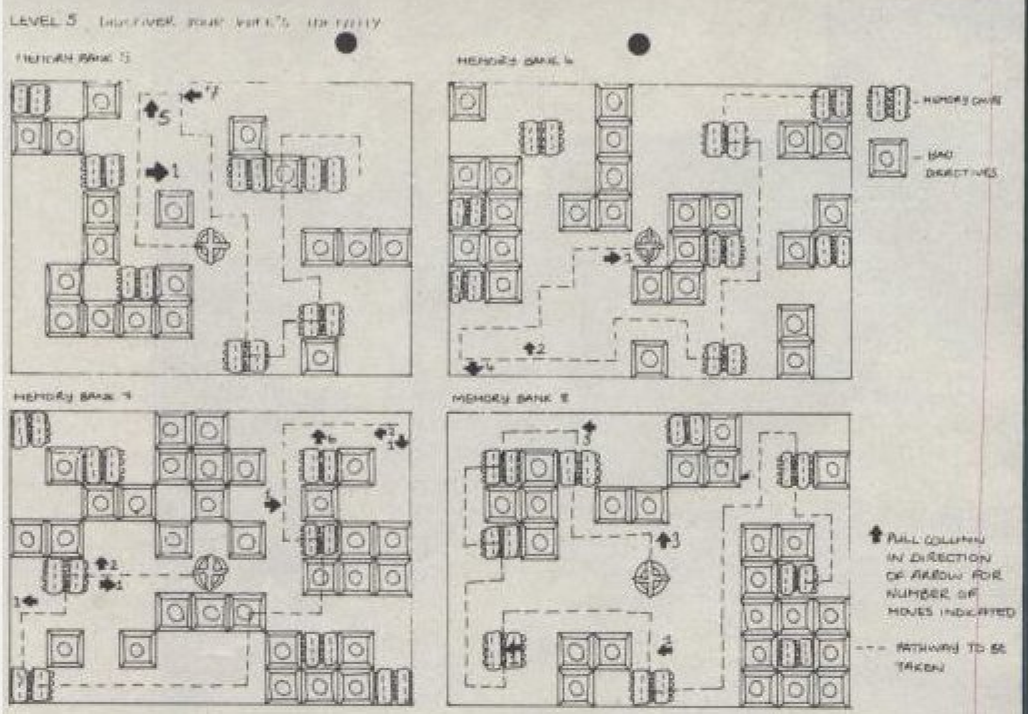
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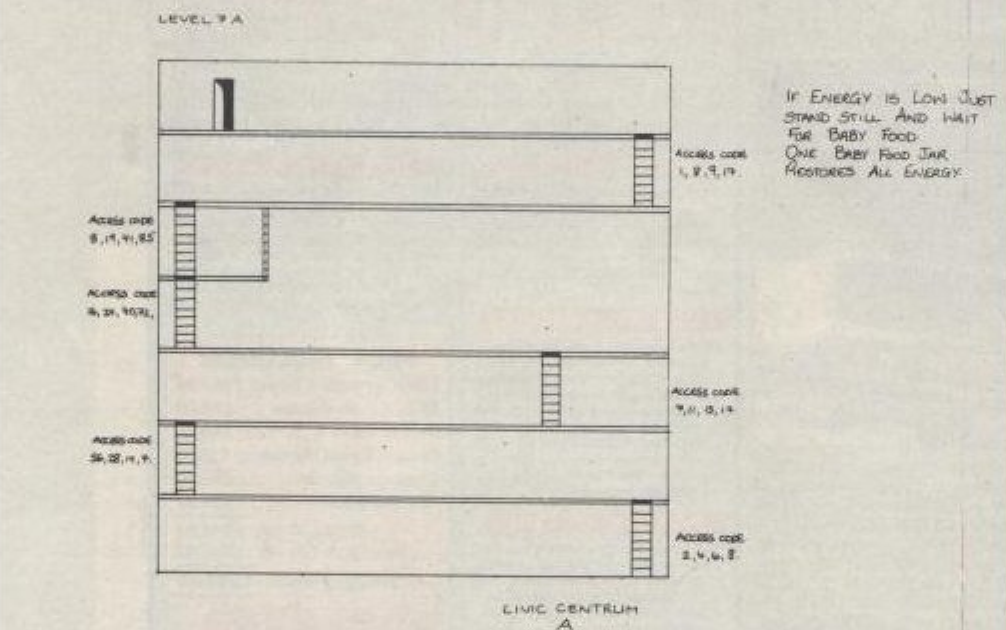
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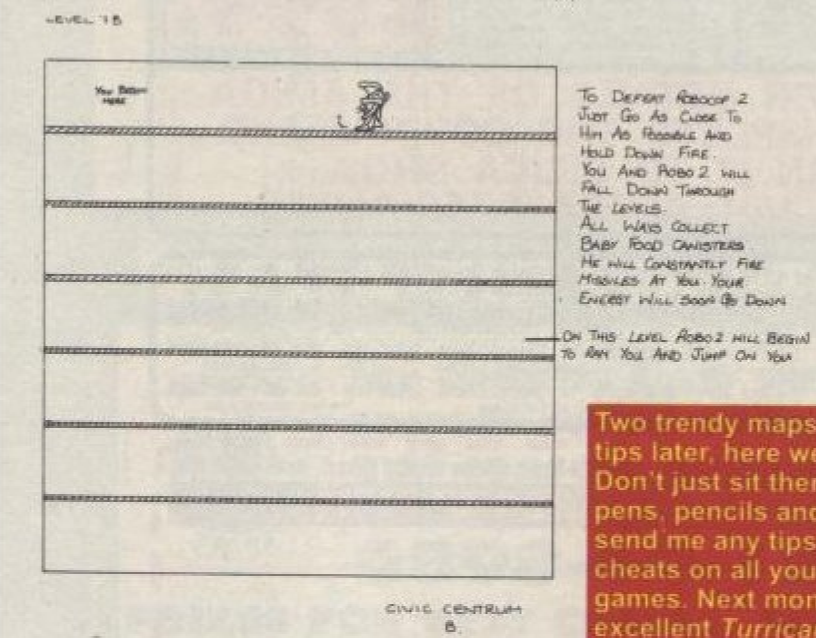
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Which computer(s), if any, do you own? .... A2000 ☐

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Two trendy maps and oodles of tips later, here we are again. Don't just sit there, get your pens, pencils and stuff out and send me any tips, maps and cheats on all your favourite games. Next month I've got an excellent *Turrican* map, so look forward to that. Send your stuff to: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW

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One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th April 1991. All calls last approximately 3 minutes and if you are under 18 we ask you to please obtain you parents consent before dialling.
Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

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YIKES! AN ORC!!!

(Oh, it's alright, it's only Corky Caswell and he's got some prizes to give away!)

★ WIN! *HEROQUEST* BOARD GAMES!
★ WIN! GREMLIN GAMES!!
★ WIN! AN ORC-REPELLENT T-SHIRT

*Well, a Gremlin T-shirt, actually.

Pah! What a couple of wimps Nick and Richard are! When faced with the zillion pieces of plastic and cardboard contained in the *HeroQuest* board game, they cowered in the corner, going 'Blee! I've lost me skeleton!' and 'Choor! Where's-a the back cardboardy bit to the table?'

But not me. Before you could say 'Corky is a very nice chap who deserves a huge pay rise' ('hem, 'hem —Ed), I'd constructed the game and was merrily press-ganging people into playing *HeroQuest* (it's one of my favourite roleplaying games!).

HOBBLIN' AND GOBBLIN'

For the uninitiated, HeroQuest charts the journey of four characters, a Barbarian, a Wizard, a Dwarf and an Elf, through adventures galore. Now the gallant hobgoblins and ogres at Gremlin are on the verge of releasing the computer game version onto your Speccy (as you read this, in fact). The game is a 3D isometric swashbuckling saga where you and three mates control Messrs Barbarian, Dwarf, Wizard and Elf through 14 hair-raising adventures.

SPIFFINESS IN THE EXTREME!

But don't just take my word for it that HeroQuest, the board game, is the best thing since the invention of CRASH magazine. Because ten lucky winners will receive a copy all of their own! Just imagine it: hours of fun putting together all those little plastic figures, and pieces of furniture! In the shops, all this would cost you twenty notes. The winners will also receive a copy of the CRASH Smashed *Shadow Of The Beast* and a Gremlin T-shirt.

How do you win one of these fabbo prizes? Just pick up the phone and dial 0898 555 084 and listen to the three simple questions. Then scribble your answers on the back of a postcard or a sealed envelope and send them to: NEWSFIELD, HACK 'N' SLASH COMPO, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. Make sure your entries reach CRASH Towers by 21 March or our pet Chaos Beast will come and hack you into little bits. And of course, the first ten correct entries out of the wizard's cauldron will win a t'rific prize!

DIAL AWAY! 0898 555 084

The call that could win you a HeroQuest board game (and more)!

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.



The SAM page

Ready for all the latest gossip from the SAM Coupé corner of the CRASH office? NICK ROBERTS just can't stop playing with our double disk-drived mate (ooo missus, don't!).

YOU'VE GOT TO WORK HARD

Fed up with having to pull out your printer to stick in your digitiser or running out of memory when you're building up that mega-database? You need to check out the new hardware coming your way from **SAM Co**.

The first offering to be pulled out of the box of polystyrene bits is the **SAM 1 Meg upgrade**. This plugs into the expansion port at the back of the computer and gives the user 1084 Kilobytes of external RAM to play with. The extra memory is not accessible from SAM BASIC; you need to have MasterDOS to use it effectively.

With MasterDOS loaded the main advantage of the memory is in creating RAM disk drives. You can speed up the copying time of a disk by copying it all to a RAM disk and then back to drive one. This way of copying cuts right down on disk swapping.

You can add up to four 1MB external interfaces to your Coupé, making a total memory capacity of 4,718,592 bytes! The memory upgrade is only for serious programmers and those who want faster disk copying at the moment. As far as I know, there's no software that uses the extra memory for outstanding graphics and sound (yet), so I'd wait and see what's created before splashing out on one. The SAM Memory Interface costs £79.95 from **SAM Co**.

THE WHEELS ON THE BUS...

With all these new hardware add-ons on the SAM scene you can quickly run out of places to stick them (no dirty jokes, please!). So **SAM Co** have come up with the answer: the **SAMBUS**.

This is simply an interface which is plugged into the SAM expansion port and has four additional ports so you can plug in all your add-ons at once. Many pieces of hardware need extra power to make them work: the SAMBUS caters for this, too, with an external power connector on the side. To finish the job off in style, a real-time clock has been incorporated so you can find out the time and date at the touch of a button.

The SAMBUS is an essential piece of kit for any SAM hardware freak and is yours for £49.95.





PUBLIC DOMINATION

What would all you SAM owners do without Public Domain software to keep you going? Yet another disk magazine has landed on my desk this month. Written and starring **Graham Burtenshaw**, it goes by the name of ***Enceladus*** (wha...? — Ed), which happens to be the name of a moon around Saturn (Oh! — Ed).

Enceladus is aimed towards the more serious SAM user with the first two disks mainly containing utilities. Disk one has a selection of fonts for use in your own programs, a character designer to create user defined graphics and various programs to manipulate *Flash!* screens. There's also a very interesting utility that examines the contents of a disk and displays it in graphical form on the screen. Using this you can discover screen files you didn't even know were there! For example, the original SAM Dos disk from **MGT** had a hidden snapshot of *Chuckie Egg* on it!

The second issue of *Enceladus* has an excellently drawn title page with yet more screen utilities and other interesting programs. *Enceladus* costs £3.99 per disk and full details are available from: **Graham Burtenshaw, Enceladus, 6 Rawlins Avenue, Worle, Weston-Super-Mare, Avon BS22 0FN**.

■ If you're not a budding programmer but like to see what graphic feats your Coupé can get up to, ***SAM Screen*** could be what you're looking for. This is a collection of PD screens that have appeared on various disks all collected together in one place. No more searching through endless menus to find that elusive Bugs Bunny picture, it's here instantly!

If you have any pictures that you would like included on a future edition of *SAM Screen*, or would like to get a copy for yourself, write to: **SAM Screen, Jason Highfield, 4 Pirbright Close, Bradley, Bilston, West Midlands, WV14 8PZ**. Each disk is £1.35.



CRAZY COMPO!

This is where I throw down the gauntlet to any SAM owner out there and say 'Show us what you can do!' Using SAM Basic (or machine code if you're clever enough), I want you to devise some sort of animation routine. It has got to last at least one minute but that's your only restriction — the rest is up to you. The top three chosen by my panel of judges will each get a groovy **CRASH** T-shirt and the best one of the lot will get all the **CRASH** goodies I can lay my hands on, a prize well worth winning! If you need any inspiration then just take a look at some of the stuff from **Zenith Graphics** — or even watch Children's BBC!

Send your entries on tape or disk (disk preferred) to the usual SAM Page address marked ANIMATION COMPETITION. Who knows, the best of the bunch could end up on a PD disk where you can show off your skills to all SAM owners!!

DEPECHE MODE, VISUALLY!

Zenith Graphics have been hard at work on their SAM creating a new set of demo disks called ***Visually***. There are six disks altogether, each packed to bursting point with excellent screens and some very interesting demos. Any **Depeche Mode** fans out there just can't do without some of these demos as many of them use the band as its subject (Martin Gore in particular).

The demos include digitised pictures from the *Enjoy The Silence* and *Personal Jesus* promotional videos, as well as an hilarious animated Martin singing *Route 66*.

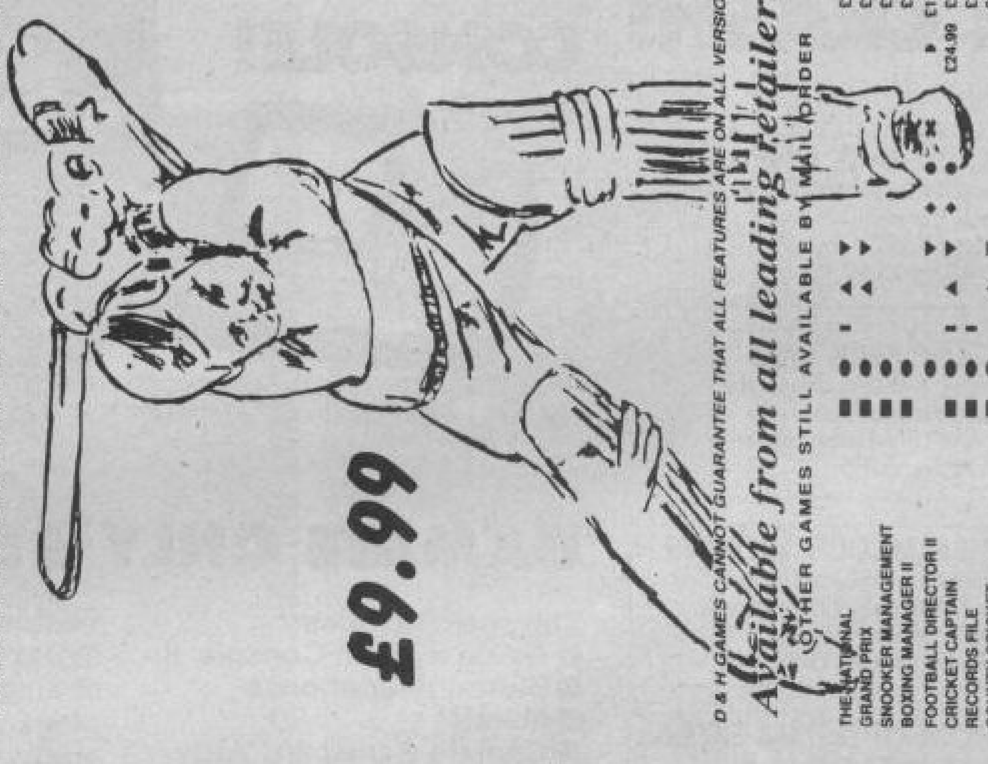
The first four disks each have a theme; cartoons, movies, pictures and paintings; the last two being miscellaneous. How can you sample these demo delights? They're available for £1.85 each or all six for £10, details from: **Zenith Graphics, 42 Aldbourne Way, Kings Norton, Birmingham, B38 9UP**. Remember, these disks are not PD. You can only get them through Zenith.

That's all the gossip for this month. Hope you enjoyed our romp through the SAM world. Finally, I'd just like to make a plea to any SAM programmer out there who thinks he/she is up to the job. Could you please write a decent art package for the Coupé. The sluggish pointer and irritating crashes you get with *Flash!* are driving me nutty! See you next time.

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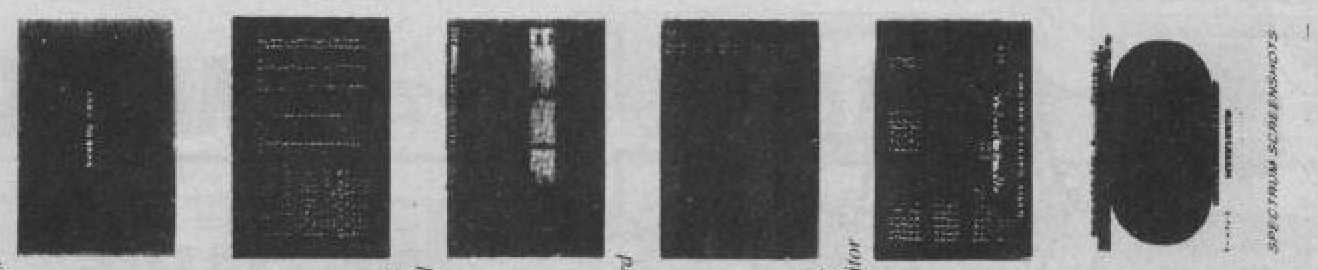
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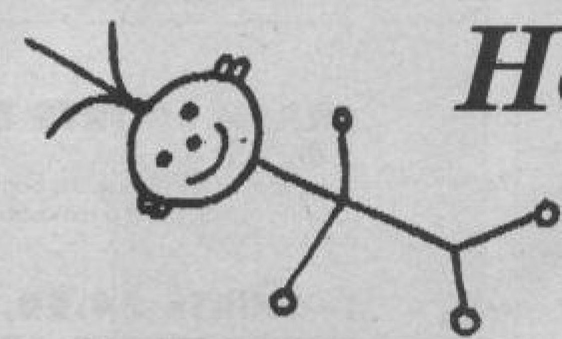
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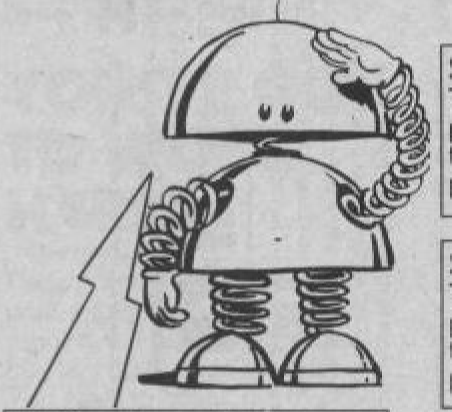
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A CRASH Smash

night shift

US Gold ■ £10.99 ■

The Beast might sound as if it belongs to some sword and sorcery game, but it's the huge machine that produces all the toy dolls from Lucasfilm Games, like *Star Wars* and *Indiana Jones*. These toys are so popular their production has to run overnight, and it's as either Fred or Fiona Fixit that you must complete an order within the allotted time, or it's the royal order of the boot for you, matey! And the boss is so tight-fisted that you're the only person overseeing the production, so it's lucky for you that the Beast is automated.

The game starts with you being given the order form for the current level. At first it's fairly easy, as only a couple of different character dolls need to be completed. The first task is to power up the huge machine, achieved by jumping on a bicycle and peddling like mad!

You then have to run and jump up the Beast to fix the inevitable faults that crop up, which include lighting and adjusting the Bunsen burner, kicking a plug, tightening screws, adjusting conveyor belts, mixing paints and plenty more besides.

To help you there's a tool box (situated in the middle of the status panel); collectable items appear every so often and when picked up are shown in this display. Things like matches, spanners, balloons and umbrellas help you to keep your job.

At the end of the night (level), the timer (a candle) burns right down and the results of your efforts are totted up. If you've completed the required amount of toys you receive a hefty bonus, but rejects are deducted from your pay.

As you go on, more characters have to be made, Lemmings and Larry the Lawyer run around hassling you and more and more goes wrong with the Beast... Argggh!! (I think I'm going to sit in a corner and cry!)

Night Shift is easily one of the most frustrating games I've ever played. Even the first few levels are difficult to keep up with, but they're simple compared to later ones, when you need several zillion pairs of eyes to keep track of what's going on.

Graphically, *Night Shift*'s very good, although there's a bit of colour clash — but that's not a problem because you're too busy running around like a mad thing to take much notice.

It makes a very refreshing change to see an original game and *Night Shift* gets a big thumbs up fromme (US Gold will be receiving my bill for psychiatric treatnent).

MARK 97%

NICK *Night Shift* is totally original and totally brilliant. After playing endless shoot/beat/puzzle-'em-ups, this is like a breath of fresh air (ahhhh!). The cute cartoon style graphics of the Lucasfilm characters are excellent and the factory machinery is detailed and as well-coloured as can be expected. The complexity of the *Night Shift* factory may have you slightly flummoxed on your first few goes: you can spend ages just looking for one tiny loose screw or go mad when your dolls come out the wrong colour! But it's all part of the fun. It's incredibly rewarding when you get things right, and getting them wrong can be a great laugh, eg, a woman's head on a bloke's body! The best advice I can give you is get out your pennies, go down to your local software emporium and get a copy before they're all sold out!

94%

● Get *Night Shift*'s Beast started with a quick jump on the bike!



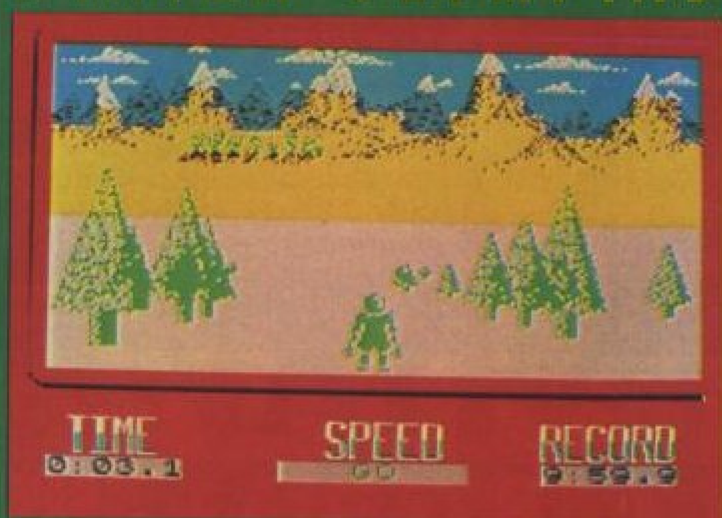
RATING

Action! Puzzles! Addiction! What's it got? The bloomin' lot!

PRESENTATION	92%
GRAPHICS	94%
SOUND	85%
PLAYABILITY	95%
ADDICTIVITY	94%

OVERALL 96%

WINTER OLYMPIAD



▸ Weeeeeee! The downhill skiing bit in *Winter Olympiad* (it goes really fast!)

Micro Value ■ £2.99 ■

Put on your goggles, spend £100 on a pair of skis and set off to a snowy climate in *Winter Olympiad*. I've had enough of snow lately — you can't step out of the door at CRASH without falling on your bum! — but playing this was much safer.

Five winter sports events are packed into this game: Downhill, biathlon, bob sled, ski jump and slalom. All are portrayed with well drawn and animated snowy graphics and test your fingers to the full. Yes folks, this is one of those games where waggling left and right on the joystick or prodding at the keys builds up your players speed.

Winter Olympiad's presentation is excellent. It's a pity the gameplay doesn't follow suit. I couldn't stand the controls for very long. You prod away and it seems like nothing happens until you're about to explode with rage, then the skier starts moving!

The events have all been seen before in other winter sports simulations, and have been programmed a lot better before, too. The annoying controls put me off *Winter Olympiad*. A reasonable game but nothing to shout about.

NICK

RATING

OVERALL 61%

TOYOTA CELICA GT RALLY

Gremlin ■ £10.99 ■ £14.99

No sooner were we zipping around in Gremlin's *Lotus* than they give us a new motor to wreck: *Toyota Celica GT Rally* sets you at the steering wheel of a brand new Toyota Celica (makes sense), with the course of the Toyota World Rally season to negotiate.

The first job is to set the playing options. These include a choice of control options, manual or automatic gears and manual or automatic steering return (ie, whether or not the steering wheel centres itself after a bend). You can then practice in one of three countries (England, Mexico or Finland), or head straight into the racing season.

Here, you can change the number of players and the names of the drivers, and create your own navigator. There's an in-built one (arrows pop-up as you approach a bend) but he isn't perfect. Should you choose this last option, you can go round the course and input your own direction arrows.

So here we are on the starting line. The view is from the driver's seat and stretching out ahead is the tortuous course. Every second counts (as a certain balding magician is fond of saying) so a timer on the dashboard ticks away. A 20 second penalty is incurred when you spin off the track, while a hefty two minute penalty is 'earned' for a false start.

So it's crash hats on, a final word with the co-driver and off along a rutted track at suicidal speeds. That's the life for me!

Although this is a good game I still prefer *Lotus Esprit Turbo Challenge*, mainly because of the simultaneous two-player race. Here there's a fair amount of angst while battling against the clock, but it doesn't quite beat the feeling you get when you see a mate zooming past.

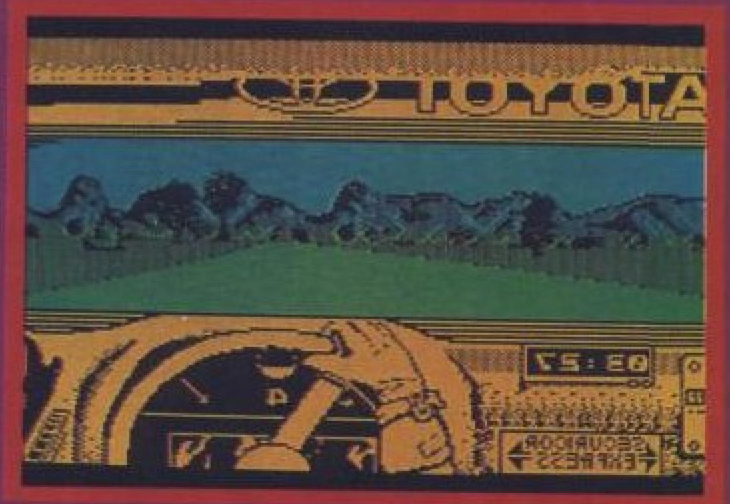
Graphically, *Toyota Celica GT Rally* is very good and the through-the-windscreen viewpoint is something not often seen in Speccy racing games. There are some neat graphical touches inside the car, the driver's hands on the steering wheel being the most notable, but the backgrounds are a little on the sparse side.

If rallying is your cup of Castrol GTX, then *Toyota Celica GT Rally* is a good one. Personally, I still prefer *Lotus*.

MARK 84%

NICK Racing games on the Speccy always leave the landscapes and roads looking like large blocks of crude shading. However, *Toyota Celica GT Rally* is a good attempt, the large shaded areas broken up with roadside objects and simulated hills. Controlling the car was difficult at first. I'm so used to going at top speed on any car racing game but doing this in *Toyota* results in a smashed windscreen! You have to treat the game as if you were driving a real car, slowing right down on corners and steering with care. Presentation is excellent, with digitised pictures of the car and Toyota logos used in the title sequence. *Toyota Celica GT Rally* provides a believable spin around some nasty stretches of road. A must for all rally followers!

84%



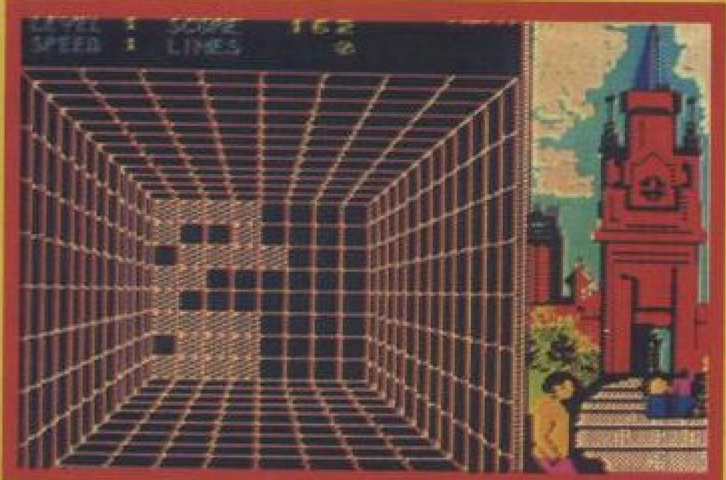
● We're in England racing in the *Toyota Celica GT Rally*. Mexico and Finland here we come!

RATING

More of a rally simulation than an outright racer and well worth taking for a spin!

PRESENTATION	85%
GRAPHICS	80%
SOUND	81%
PLAYABILITY	80%
ADDICTIVITY	86%
OVERALL	84%

WELLTRIS



● Another *Welltris* piece descends, move it into the blank squares to score

Infogrames ■ £10.99 ■ £15.99

Welltris is another challenge from the creator of *Tetris*, Alexey Pajitnov. Alexey is a famous Soviet mathematician, member of the Soviet Academy of Sciences and all-round dude when it comes to creating brain-busting games.

Anyone who's played *Tetris* should have a fairly good idea what *Welltris* is all about. Geometric shapes are manipulated as they fall down the sides of a square well, so that they slot in with the pieces already at the bottom. Whereas *Tetris* was in 2D, *Welltris* has been created in 3D, so you have four sides of the well to contend with.

Pieces can be moved from side to side and rotated to find the best fit. Once a vertical or horizontal line has been created at the bottom, the line disappears, giving you more room to fit new pieces in. Careful positioning is needed: if part of a piece sticks up the side of the well, that side is temporarily out of action. When all four have been wiped out, it's game over.

Welltris caters for all skills by having a multitude of skill options: the higher the level, the more complex the shapes you have to manipulate. You can also speed up the rate at which the pieces fall. But there are ways to 'cheat'. By moving a shape onto a corner, you create two new shapes on either wall, thus giving you another way of fitting the shape in.

Playing *Welltris* isn't a pleasurable experience — unless you're gifted with the patience of a saint. The control keys are so clustered together you need the fingers of a toddler to be able to use them and there's no redefine option!

It's the layout of the keys that really lets *Welltris*'s playability down. If you can cope with the keys you may be able to have some fun with the game, because it's a pretty spiffy puzzle game and can be hellishly addictive.

NICK 79%

MARK Da comrade, it's another groovy Glasnost-type game from those lovable Russian dudes (Erm... very good, Mark —Ed). *Welltris* has taken its time to reach these shores. Its predecessor, *Tetris*, was reviewed a long, long time ago. *Welltris*'s early levels are easy enough to but later the puzzles are hair-tearingly difficult. My main moan is the cruddy control keys — it helps if you're a contortionist they're that close together — and there's no joystick option. Despite this, *Welltris* manages to twist your brain as well as your fingers.

80%

RATING

Addictive and puzzling little number. Shame about the controls, though.

PRESENTATION	76%
GRAPHICS	68%
SOUND	N/A
PLAYABILITY	80%
ADDICTIVITY	79%
OVERALL	79%


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A CRASH Smash



● It's the dwarf in *HeroQuest* and he's got a couple of battles looming!

HeroQuest

Gremlin ■ £10.99 ■ £14.99

Four brave warriors ready to encounter high adventure in a world of magic — that's *HeroQuest*! Gremlin's adaptation of the top-selling board game is here and I've signed up to become a hero (a bit of a change from a Speccy reviewer, I know, but you've gotta take what you can get these days).

Who shall I be? I can take my pick from a Barbarian (strong but not much cop at magic), a warrior Dwarf (good with weapons but not magical), an Elf (slightly magic and reasonably strong) or a Wizard (good at magic and a bit naff at scrapping). You can control one character, all four, or invite a few chums around and let them join in.

HeroQuest has 14 different adventure quests, each one more difficult than the last, which can be played in any order. Quests are played in sets of rooms and have up to 22 locations, and all but the very first (The Maze) are taken from the board game. A brief run-down of your objectives are given but then you're on your own.

Locations are displayed in isometric 3D, furniture and ghoulish characters shown with detailed graphics. There's no scrolling but a flip-screen technique is used as you move between locations. The whole game is played with a cursor which you move around the screen and use to highlight and select options.

Control of your character and his actions is achieved using a set of icons at the bottom right-hand of the screen. There are four directional pointers, and Fight, Map, Inventory, Search and Key icons.

Players take it in turns to make a move, which always begins with a roll of the dice, or in this case, by stopping the rapidly changing numbers at the top of the screen. Say, for example, it stops on seven. You can then move the character currently in play seven squares, as marked on the floor. You can also engage in combat or search the room for hidden traps, doors or treasure.

Each aspiring hero has a turn then it's Morcar's go. Who's Morcar? Only the spookiest dungeon master of them all! He controls the evil goblins, orcs, fimirs, skeletons, zombies, mummies, gargoyles and chaos warriors that are your sworn enemies. Should you enter or be in a room when one or a collection of his devilish minions are there, he always attacks!

The battles themselves aren't shown on-screen. Instead, the display switches to a results table, which shows a picture of your character either being slashed to bits or defending himself. If an opponent scores a hit, one of your body points is lost. Lose them all and your character is out of the game.

You can retaliate when it's your turn. Select the Combat option and choose a weapon (if you have any). A map of the playing area is displayed; move the pointer to highlight your target and hope for the best. Check the results table to see what state the fight has left you and your adversary in.

The Map icon is really useful: it shows a complete map of the playing area and adds details to it as you discover objects and foes in the corridors and rooms.

The rooms hide many secrets: potions which restore your body points, treasure which can buy you additional and stronger weapons at the end of the quest. However, there are also many unfortunate traps and unseen enemies which may spring up and knock you down.

HeroQuest is like a really good adventure game made even better with the use of great graphics and animation, bringing the whole thing to life. It's to be played as an adventure game, *not* an arcade action game, so don't expect to wander in, beat up a few demons and scarper. You need to plan, to map, to think out strategies and develop attack tactics to complete each quest.

Where *HeroQuest*'s gameplay really wins over other 3D games is the amount of surprises the quests hold — like the secret doors, treasure and opponents which appear from nowhere!

The ability to involve four players in one game is great fun; the quests aren't just strategic exploration exercises but include race elements as you all attempt to complete the objective first. The only snag for fans of the board game is that the quests are identical to the original game's, so you can cheat really easily by looking at its quest book.

It's a really engrossing game and it'll be a long time before I get through the many varied quests — but I can't wait to get stuck into the tougher ones! In fact, I'm off to play some more now — see you in about five months' time, folks. Byeeeee!!

RICHARD 92%

MARK At last! I don't need to spend ages with plastic figures setting up the board game! I can just play! As up to four people can take part, a touch of friendly rivalry is added to the proceedings. The playing area's certainly big, and the surprises are many, while the icon system is simplicity itself to use. This control method does mean that battles are decided by the computer rather than your joystick skills, but doesn't spoil gameplay. I hope the success of *HeroQuest* ensures that more roleplaying board games are converted to the Speccy. (Just as well, really — Gremlin are releasing *Space Crusade* later this year! —Ed).

94%

RATING

Lots and lots to do and see — a game that entertains for ages!

PRESENTATION	80%
GRAPHICS	92%
SOUND	80%
PLAYABILITY	92%
ADDICTIVITY	93%

OVERALL 93%

TARZAN GOES APE

Code Masters ■ £2.99 ■

Arrrraggggarrrh! Not a very good impression, was it? Tarzan... lord of the jungle. Not content with being brought up by apes, he's now gone and got turned into one! That's what comes of upsetting witch doctors. To cure the spell, Tarzan has to collect herbs, a diamond, a mask, bones, a ring and a cauldron. In his new guise the natives don't recognise him, so Tarzan has to fend off their attacks with an infinite supply of coconuts. Gameplay is essentially platform based as you work your way up through the vertically scrolling jungle.

This is the type of game that Code Masters have got so good at. A simple idea coupled with excellent graphics and sound makes a thoroughly enjoyable arcade romp.

The detailed graphics have a great cartoon style and are very colourful. The anti-colour clash mob can't complain about this either, as you can play in colour or monochrome.

A fast trigger finger is needed is some situations, as the creatures you encounter can get very nasty. There are many levels of jungle action to battle through, as well as bonus levels where you collect as many diamonds as you can within the time limit. *Tarzan Goes Ape* is a bit of a stonker: it's completely addictive and a good laugh too!

NICK

RATING

OVERALL 85%

● Yikes! It's the attack of the wriggly worms in *Tarzan Goes Ape*!



REVIEWS

LONE WOLF — the mirror of death

Audiogenic ■ £9.99 ■ £14.99

Based on the solo RPG books by Joe Dever, Lone Wolf is the last Kai Master of Sommerlund and the sole survivor of the bloody massacre of his clan by the Darklords of Helgedad. He smashed the mirror known as Dhazag-Oud — The Mirror Of Death — and now stands inside the fortress of Khazan-Gor.

As the mirror shattered, seven unearthly creatures arose from the remains and fled to the fortress, each with a shard of the mirror. It's your task, as Lone Wolf, to explore the fortress and kill each creature, thus ending the evil power of Dhazag-Oud.

As a Master of Kai, you've studied four of the ancient Kai skills. Before play can begin, four skills must be chosen from Psi Surge, Mindshield, Animal Kinship, Invisibility, Sixth Sense, Divinity, Weapon Skills and Healing. It's up to you to find out which are the best skills to choose, but Sixth Sense is a must 'cos it's the only way to avoid dead ends and traps.

As you stomp your way through the many rooms that make up the fortress, you're attacked by many various forms of evil creature. Gargoyles spit missiles, krows swoop down and drain your energy, and evil mirror images of yourself attack without mercy. You can kick and punch your attackers, or with a press of the fire button, whip out your dirty great sword and hack a few limbs off.

Energy bars are the things to watch in battle. When an opponent's blow connects, your energy bar drops, and when you hit back, *his* drops. When your bar drops to zero, one of the wolf heads at the bottom of the status panel (there are four) turns to a skull. When all four skulls are shown, Lone Wolf dies. Thankfully, when an opponent's bar is diminished, he engages in bucket-kicking larks, too.

It's a long time since Audiogenic announced the imminent arrival of *Lone Wolf*, the computer game — about two years, in fact. According to Audiogenic, the game's been rewritten, but it looks and plays the same as the preview copy.

The main character is certainly big and well drawn, as are the rest of the sprites, but control response is a little on the sluggish side, annoying when trying to negotiate a particularly tricky trap. One curious feature is the ability to switch between colour and monochrome graphics modes. Useful if you're playing on a black and white telly.

Despite the long wait, *Lone Wolf* is a playable slash-'em-up that I highly enjoyed; it should appeal to arcade adventurers everywhere.

MARK 83%



● Oo-er! That's a bit big and spooky! Quick, *Lone Wolf*, get your chopper out!

NICK I really enjoyed playing *Lone Wolf*. It may look like just another beat-'em-up but it has a lot more in it than that. The variety of attackers keeps you on your toes and as the number of Kai skills you can carry is restricted to four of the available eight, each game can be different! It took me a while to get started: unless you know exactly what to do and when, you can get stuck on the early screens for hours. There are annoying elements to the game. The maniac birds that fly about make you drop to the floor at the slightest touch and you can't swipe at them when you're climbing a ladder. However, *Lone Wolf* is an excellent game, a mixture of beat-'em-up and strategy that'll keep you glued to your computer for ages. To add an extra special touch, you get a free solo roleplaying adventure book with the game (generous, eh?)!

88%

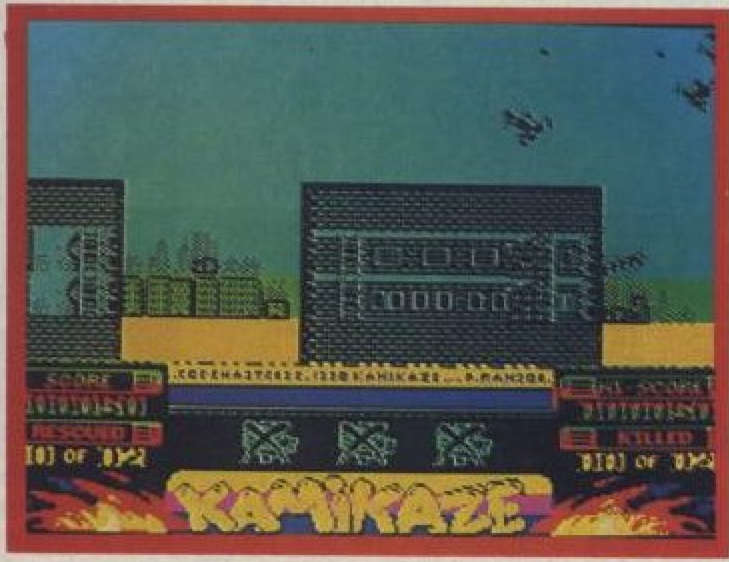
RATING

A simple but entertaining game with good variety of action

PRESENTATION	85%
GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
ADDICTIVITY	89%

OVERALL 85%

KAMIKAZE



● Dakka! Dakka! Boom! Scrolling shoot-'em-up action in *Kamikaze*

Code Masters ■ £2.99 ■

Pack your small plane full of explosives and set off on a do-or-die mission to rescue the VIP hostages. The only way to get them out of their fortified prison is to dive-bomb the place in true kamikaze style.

You take off from your HQ and have to clear the skies of the enemy aircraft (biplanes, jets, paratroopers and even space ships!) on your way to the prison. A well aimed bullet is all you have to blow these suckers away and looking at the speed some of them go, it's a toughie.

Playing *Kamikaze* is easier said than done. Your first few attempts at VIP rescue will probably be spent crashing into your HQ building, as there isn't much room on the runway. Though the necessary tactics don't take too long to learn and after a couple of missions you'll be successfully rescuing the prisoners.

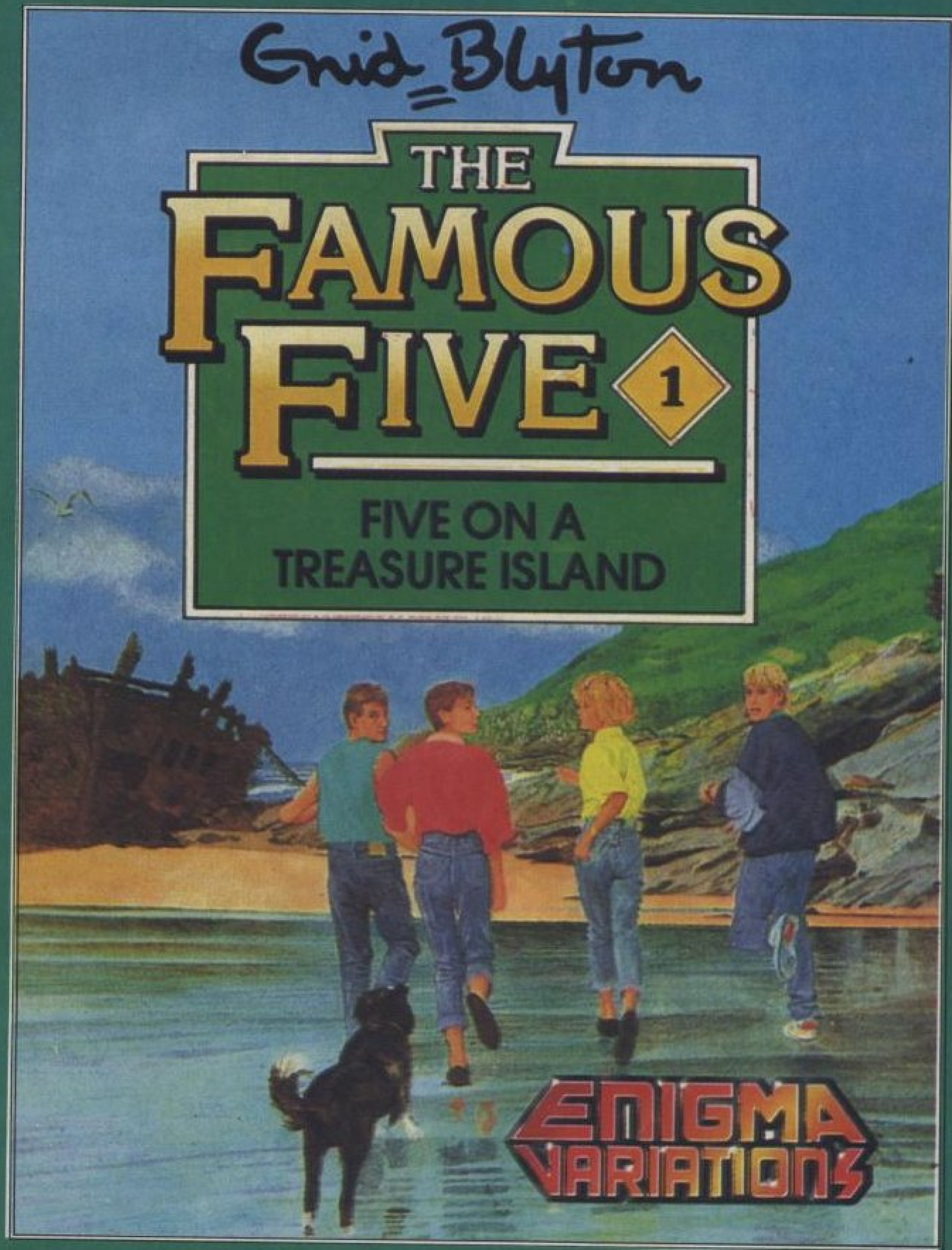
However, it's annoying the way other planes collide with you at high speeds. They just belt in from the side, then — kaboom! — you're dead. *Kamikaze* is a fun game but pretty frustrating, too.

NICK

RATING

OVERALL 61%

RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!

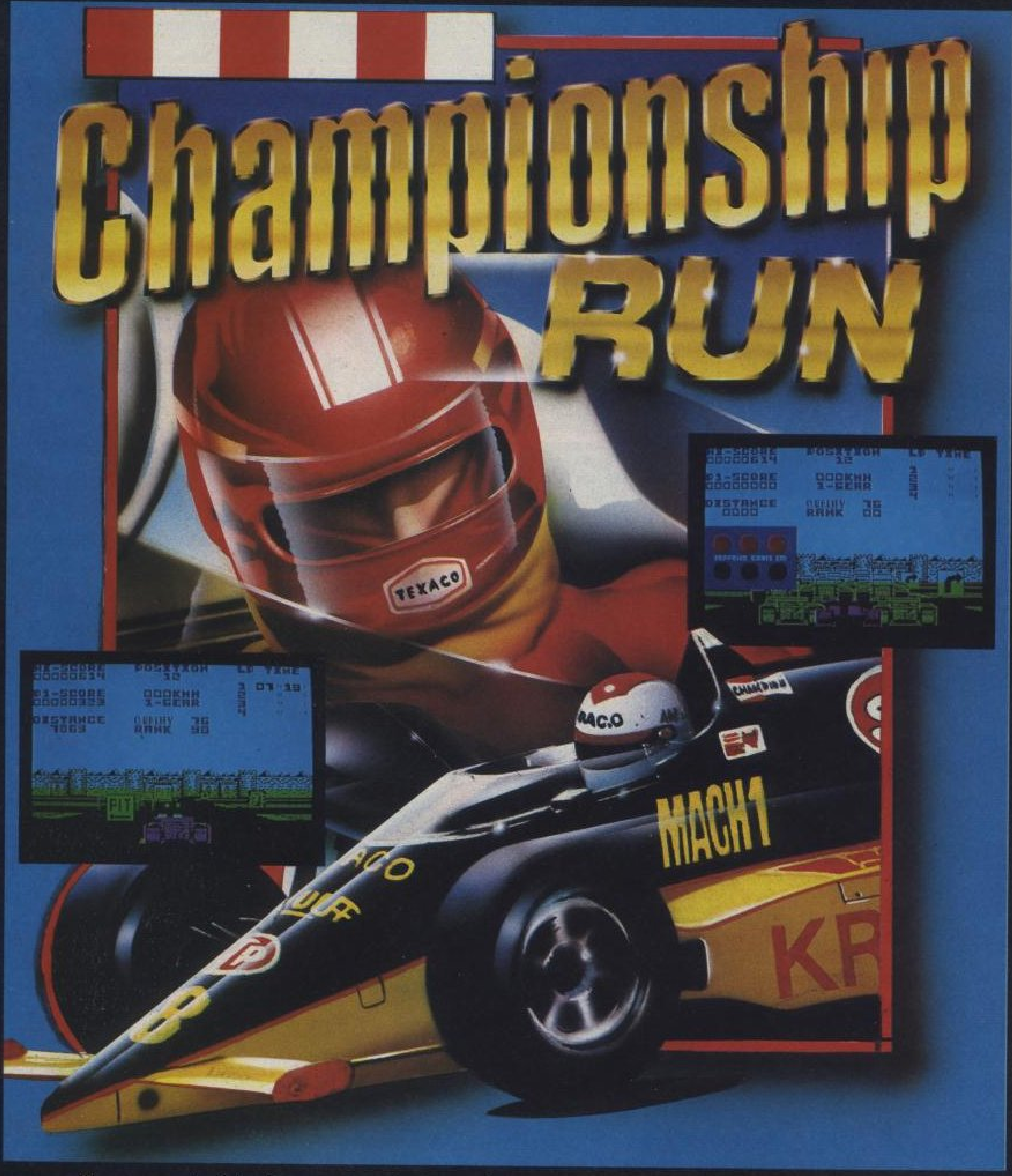


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IMPULZE



narco police

Dinamic ■ £9.99 ■ £14.99

The year is 2003 and one fifth of the world's population is addicted to narcotics of one kind or another, and this in turn has increased the power of drug dealers.

But a solution is at hand. The Narco Police are on a mission to destroy the drug dealers' main base on an island off the coast of Colombia. The Central Processing Laboratory produces the bulk of the drugs so you must battle through to it and plant enough explosives to blow it sky high.

You control three teams of five men, all of which must breach the outer defences and reach the CPL. You start by selecting which weaponry to take (as long as it doesn't exceed the 500lb weight limit) then the entry point for each team. There are loads of subterranean tunnels and it's up to you where the three teams start.

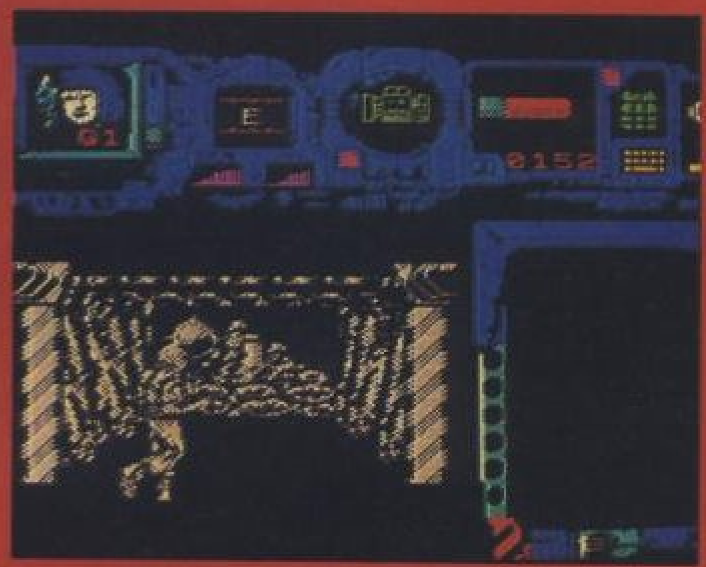
One by one, each team member walks along a tunnel, blasting at the soldiers and security devices that appear almost out of thin air. You view the action from slightly behind the character under your control, scenery graphics moving toward you as he walks into the screen.

At the top of the screen is a display panel that shows (among other things) energy level, a compass, the type of ammunition used and the number of medical kits remaining. Every time a Narco officer is shot at by the enemy, his energy drops. Narco Police wear bullet proof vests but they do have limitations.

The path to the CPL is a long and tortuous one, and it's not helped by the tough and tedious gameplay. The tunnels are identical, so it's very easy to get lost, and the enemy troops on level two pump out the bullets so fast that life after life is lost in quick succession.

I've never really been a great fan of Dinamic's games, they aren't rubbish but lack playability. *Narco Police* is a very average shoot-'em-up indeed.

MARK 55%



● It's just a jump to the left...! Nifty footwork in *Narco Police*!

NICK *Narco Police* is like *Line Of Fire* underground, only it isn't that good (and *LOF* wasn't much cop anyway). The 3D works quite well but you can't tell what's directly in front of you if your man stands in the middle of the screen. Constant firing is needed to stay alive. The game is well presented with a nicely drawn and coloured map of the tunnel area and a good menu screen. It's a shame that the rest's not too hot. During play you have to use the computer screen at the side of the play area to enter commands like KIT, which patches up some of your wounds. But if you stop to enter a command some enemy appears and shows you his weapon (oo-er!). *Narco Police* is not much fun and it's not your average blasting game; it needs a bit more thought.

63%

● 'I can seeeeee you!' Blam! 'Take that foul druggie!' It's all go in *Narco Police*



RATING

There are quite a few good ideas but gameplay is repetitive and tricky.

PRESENTATION	79%
GRAPHICS	60%
SOUND	10%
PLAYABILITY	56%
ADDICTIVITY	60%

OVERALL 59%

cavemania



● See? The graphics are really quite neat, pity *Cavemania*'s gameplay doesn't live up to them!

Atlantis ■ £2.99 ■

It's a boring life being a cave man. No telly, no video and not even a Spectrum! Blee! All you can do is eat, but Brontosaurus steaks can be very tough. Ug, the hero of the story, has set his heart on the Pterodactyl eggs he can see high up in the mountains. Help him collect three eggs from each of the islands, avoiding the treacherous river, erupting volcanoes and hungry dinosaurs.

Cavemania was programmed by the same team as *Superkid in Space* and *Cerius*, the Shaw Brothers. *Cavemania*'s graphics are similar to the Shaws' other games, with small but well coloured sprites and jolly backgrounds.

The graphics may be nice but *Cavemania* hasn't got much in the playability stakes. Ug walks around each island as is if he's got a motor engine attached to his legs and his jumps make him look like he's flying. It's terribly hard to calculate where he's going to land, and he usually ends up in the river.

The volcanoes dotted around each island erupt every few seconds and contact with some of the lava decreases your energy. I tried avoiding the sprays but soon got fed up and charged through them instead! With a bit more work on the gameplay *Cavemania* could have been really entertaining, as it stands it's simply annoying.

NICK

RATING

OVERALL 45%

A CRASH Smash

GAUNTLET 3 the final quest





US Gold ■ £10.99

● Four of *Gauntlet 3*'s ghosts and they're all after Lizard-man!

The island of Capra was a peaceful place. Full of singing birds, pretty flowers and friendly people. A law had kept it peaceful for so long, that stated that if a war was started the gates of hell would open and the Devil could do his worst. All the island's inhabitants obeyed the law, but the Vellons, nasty creatures from the underworld, did not, and all hell broke loose (literally!). You're the hero whose job it is to force the Devil back into hell and save the island. Easy, huh?

At the start of *Gauntlet 3* you can choose one of eight characters to control. Take your pick from Thor the Warrior, Merlin the Wizard, Dracolis the Lizard-man, Questor the Elf, Petras the Rockman, Blizzard the Iceman, Neptune the Merman and Thyra the Valkyrie. Depending on which character you choose, your various character attributes change (for example, Thor's shot power is good and Thyra's is poor).

Keeping your energy level up is very important. Food is dotted around the game's eight kingdoms but beware, as some of it has become poisoned by the evil presence. Being careless with your firepower is not a good idea, either — you can shoot the food and drink before you have a chance to get to it.

The game is similar to the original *Gauntlet*. You run about the levels shooting ghosts and other nasties, collecting keys and going through doors. The big difference (if you hadn't already realised) is the way you see the levels. Whereas *Gauntlet* was glorious 2D, this sequel is in full 3D, with highly detailed backgrounds and characters, all in lovely monochrome. The 3D works really well, characters able to walk behind as well as in front of objects. Unfortunately, as you can't see behind things like trees, you can get stuck now and then.

You can play *Gauntlet 3* with just one player, but a two-player game is included where both players battle evil together. You can help each other out with the ghosts and share the food, although if you play with Richard he usually shoots you and steals the food for himself (Oi! —Ed)!

Gauntlet 3 — The Final Quest is excellent stuff. The original game was highly addictive in both arcade and computer versions and this gives it a whole new lease of life. It's skill!

NICK 89%

MARK When the original *Gauntlet* appeared in the arcades I was forever playing it (an expensive pastime). Now the third part of the saga of Thyra, Merlin, Questor and Thor has appeared and it's on the Speccy! The first thing that struck me was the sheer size of each level; it's a map-maker's dream come true. You can wander around a level for ages, exploring and blasting the creatures that appear out of the hated generators before beginning to solve a level. Most of the original evil nasties are back, and they've brought a few friends along to add to your misery. *Gauntlet 3* looks good, plays well and would take most of my week's wages if it were an arcade game. But it's not — it's a Spec game (anyone lend me 11 quid?)!

91%

RATING

As addictive and fun to play as ever, *Gauntlet 3* is the bee's knees and it'll give you a buzz!

PRESENTATION	90%
GRAPHICS	91%
SOUND	88%
PLAYABILITY	89%
ADDICTIVITY	93%

OVERALL 90%

GRAND PRIX

D&H Games ■ £9.99 ■

Well, you've become the manager of a football team, tried your hand at cricket, so why not get into Formula One racing and become the manager of a *Grand Prix* Team? Why not indeed!

If you've played any of D&H's managerial games you'll know the basic format this game uses. Once loaded, there are many option screens where you set up your game. You can alter things like driver's name, sponsors and tyres. Each decision you make affects your racing in a different way.

After the option screens you finally get the chance to race (using the term in its loosest sense). The 'full graphical simulation' the inlay boasts is just one screen crammed with simple graphics. This screen includes a grandstand, the pits and the main track. You just sit and watch while the race takes place, a car shooting by every few seconds. All the action takes place off-screen; the only way you know what's going on is from the messages that appear at the bottom of the screen.

Fans of managerial games will probably find *Grand Prix* a refreshing change from the usual boring football. But the game's written in BASIC, and shows it, and the £9.99 price tag is a bit steep.

NICK 35%

MARK This reams-of-text style of presentation is okay when applied to a football manager game but in a racing game it just doesn't capture the excitement of the fastest sport on four wheels. If the management aspect was backed up with a playable action sequence it would have been much better. In *Grand Prix* all you can do is choose from a list of options and watch the 'action'. The graphics are poor: a few crudely drawn car sprites whizzing on one side of the screen and off the other isn't at all rewarding. On a budget label, *Grand Prix* may be value for money, but at a tenner it certainly isn't.

30%

● The 'full graphical simulation' ('hem, 'hem) in *Grand Prix*



RATING

At a tenner *Grand Prix* is very poor value for money.

PRESENTATION	28%
GRAPHICS	14%
SOUND	5%
PLAYABILITY	35%
ADDICTIVITY	30%

OVERALL 33%



● Where's the jeep?!? Where is it!! Hellfire! Looks like the 'copter has to tackle level one on its own

SWIV

Storm ■ £10.99 ■ £14.99

It's time to reach for your dictionaries because we can finally tell you what *SWIV* stands for! Not Silkworm 4 but Special Weapons Interdiction Vehicles (or the destruction by military force of all enemy units!). And take it from me, the bullets fly when you alone take control of a jeep or helicopter, or join forces with a mate.

There are four levels, each split into a number of zones. The first two levels contain two zones, whilst three and four have four zones each (so that makes... erm, 12 zones in all!). Of course, each zone is different, but the baddies are all intent on trashing your zillion-dollar vehicle and killing you in the process. Attackers include tanks, jet fighters, missile launchers, helicopters and the lethal Goose 'copter (from *Silkworm*), as well as the end-of-level mechanised guardians.

After sorting out who controls what (everyone wants the 'copter!) you can get down to the action. The screen scrolls vertically, with the main section of enemy forces dropping down from the top of the screen. A few sneaky tricksters zoom out at you from the sides of the screen, so you really have to concentrate, especially when the bullets, sheets of fire from flame throwers and enhanced Silkworm IV homing missiles start flying!

Both vehicles have their own strengths and weaknesses. For example, the jeep's main problem is negotiating the obstacles placed in its path. But at least in two-player mode, both vehicles can cover each other's backs, and to aid them in this task there are bonus icons.

The first icon is a bubble which can be picked up to provide a shield or shot to create a smart bomb-style explosion that destroys all attackers. Each time you destroy a Goose 'copter, an icon appears which can be shot to provide either increased firepower or an extra life.

So, there you have it: destroy the enemy forces before they trash you — although several million to two aren't very good odds.

The first thing that struck me about *SWIV* is the sheer speed of the action. It's a long time since I've seen sprites zip around the screen as fast as this.

But that's not the only surprise in store, because the graphics are as stunning as the scrolling. Okay, they're mainly monochrome, but the attention to detail on both the mobile and stationary sprites is little short of brilliant (if they stay still long enough to study!). And like Storm's previous CRASH Smash, *Saint Dragon*, playability is as high as the technical wizardry. Despite what misery-guts Nicko says, *SWIV* is completely ace!

MARK 90%

NICK What can I say about *SWIV* that I haven't said in countless other reviews? It's basically just another shoot-'em-up. Unless you're a big fan of shoot-'em-ups, one-player mode can soon head towards Dullsville. *SWIV* is better than many of the other games around because of its two-player mode. This enhances the gameplay considerably and makes it much more fun to play. As each player can run into and shoot different things, a great team spirit is created. *SWIV* is one of the best two-player shoot-'em-ups about, but its magic doesn't hold over a one-player blast.

76%

RATING

A spectacular two-player blaster (if you've got a chum), not so sizzling as a one-player game.

PRESENTATION	88%
GRAPHICS	89%
SOUND	82%
PLAYABILITY	83%
ADDICTIVITY	80%
OVERALL	**83%**

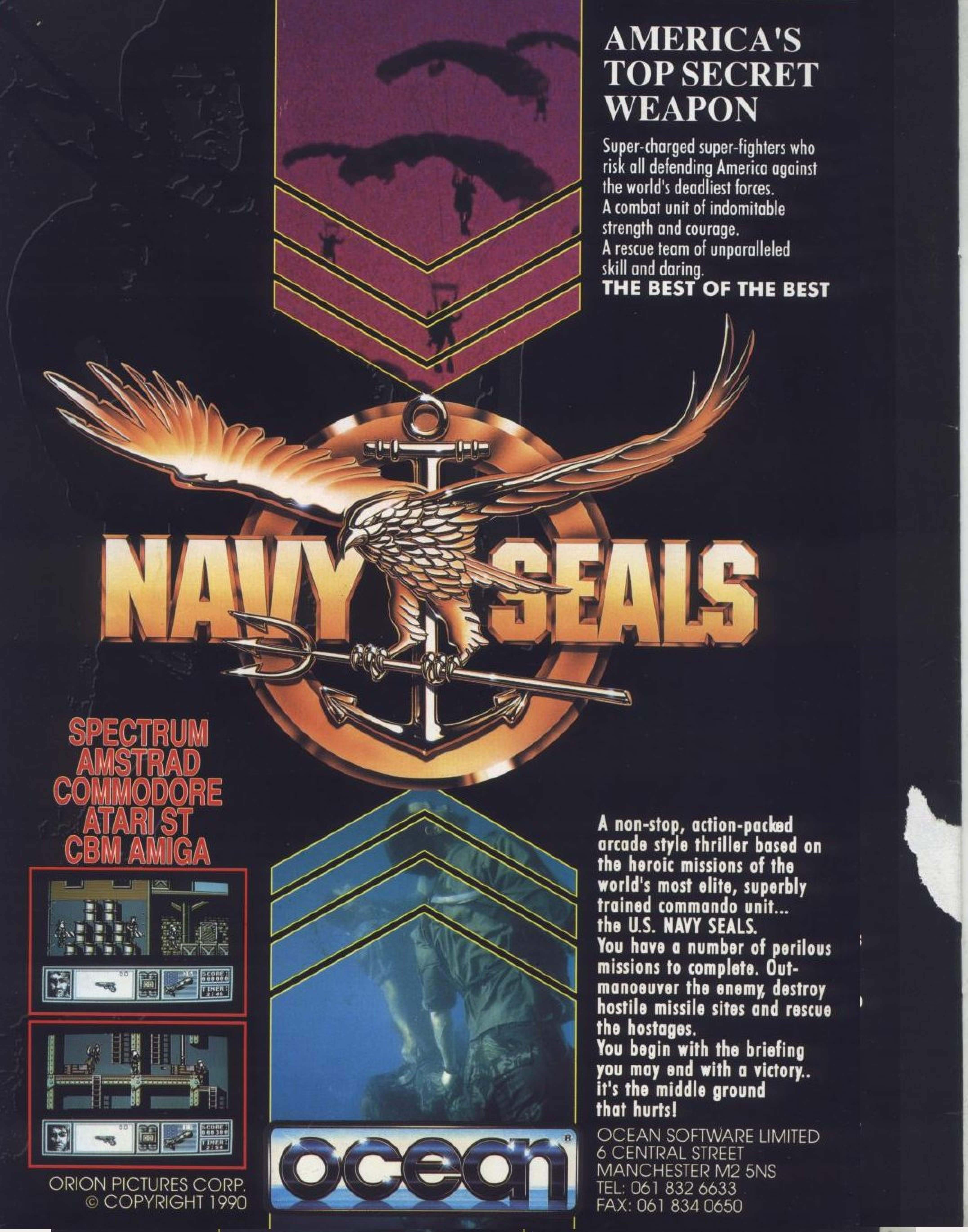
Rerelease Round Up

("C'mon you rereleases, get in yer pen!")

■ *Continental Circus* (Mastertronic Plus, £2.99): Groovy Formula One racing game with lots of neat elements (like weather conditions). One of the best around! 86% ■ *Gemini Wing* (Mastertronic Plus, £2.99): Wave upon wave of mutant alien scum attacking your tiny ship... blah blah, bolt-on weapons... blah blah, just another shoot-'em-up, really, and not much fun. 52% ■ *Silkworm* (Mastertronic Plus, £2.99): Entertaining horizontally-scrolling two-player blasting affair. Viewed side on, with one player controlling a helicopter and the other a jeep. Lots of awesome weaponry and the game's quite addictive! 72% ■ *Double Dragon* (Mastertronic Plus, £2.99): Dodgy beat-'em-up for one or two players. Bash through levels full of armed attackers to rescue your girlie. 42% ■ *Xenon* (Mastertronic Plus, £2.99): Manic vertically-scrolling shoot-'em-up with loads of levels and billions of attackers. Collect power pills to improve your ship's capabilities. Great presentation but the gameplay's looking a bit old now. 70% ■ *Batman — The Caped Crusader* (The Hit Squad, £2.99): A complete an utter corker of an arcade adventure game! It's like walking into a Batman comic and dealing with the Joker and the Penguin for real! Great puzzles, addictive gameplay and great graphics too! 90% CRASH Smash! ■ *Afterburner* (The Hit Squad, £2.99): Just like the coin-op — wobble your fighter plane from left to right shooting incoming attackers as you fly (at high speed) over different terrains. Entertaining if you loved the coin-op, okay-ish as a stand-alone game. 85% ■ *Rambo III* (The Hit Squad, £2.99): Neat game with arcade adventure section and kill, maim, attack section, too. 85% ■ *Driller* (The Hit Squad, £2.99): The first game to use the Freescape walk-through environment graphics system. Intriguing blend of arcade adventure and puzzle gameplay. Not a lot of action but very different and really enjoyable. 86% ■ *The Real Ghostbusters* (The Hit Squad, £2.99): Graphically, this is over the top with colours and shading, but is surprisingly playable and a fun sort of game. Basically, an arcade adventure with ghost shooting larks guaranteed! 73%



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